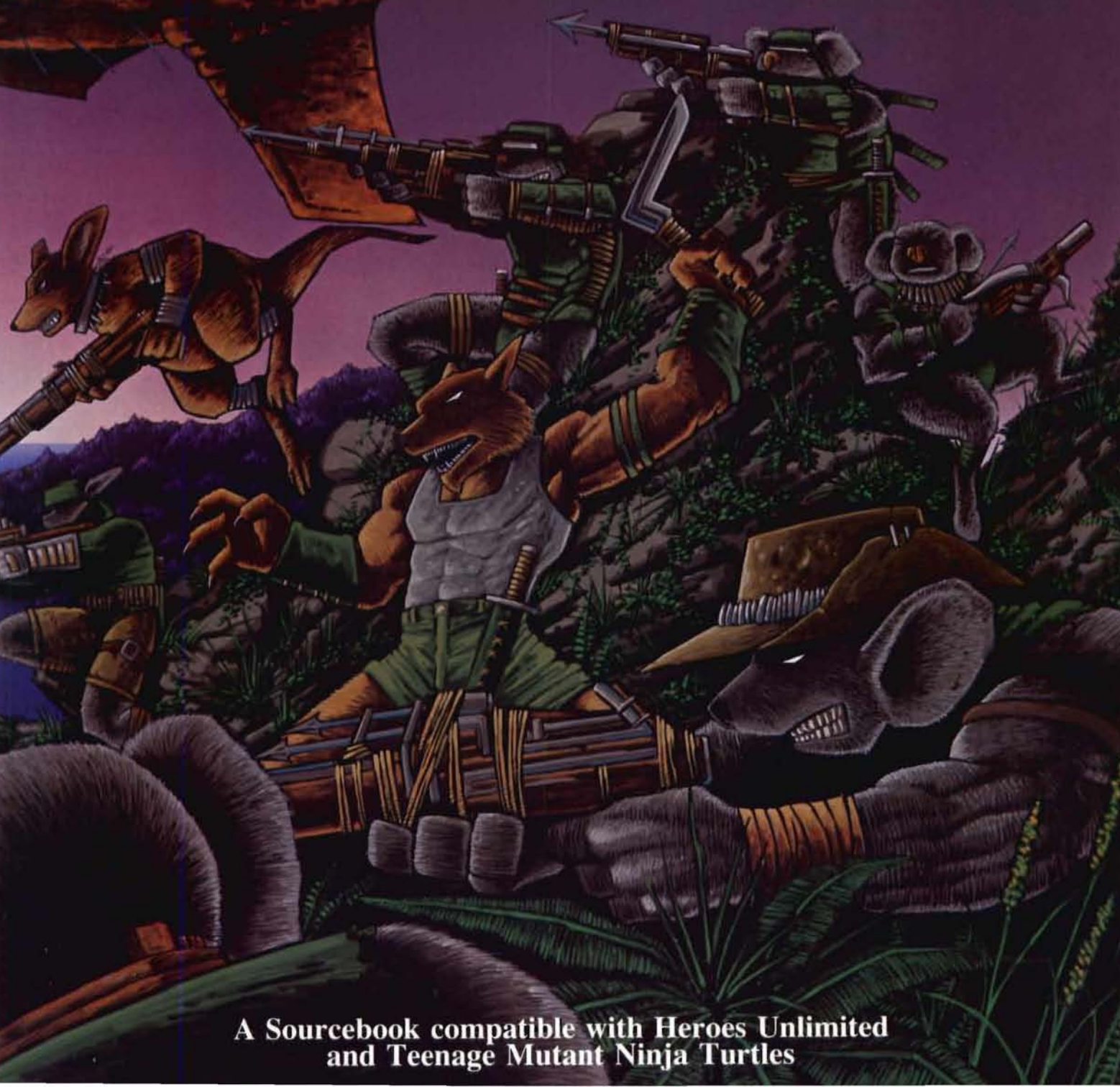


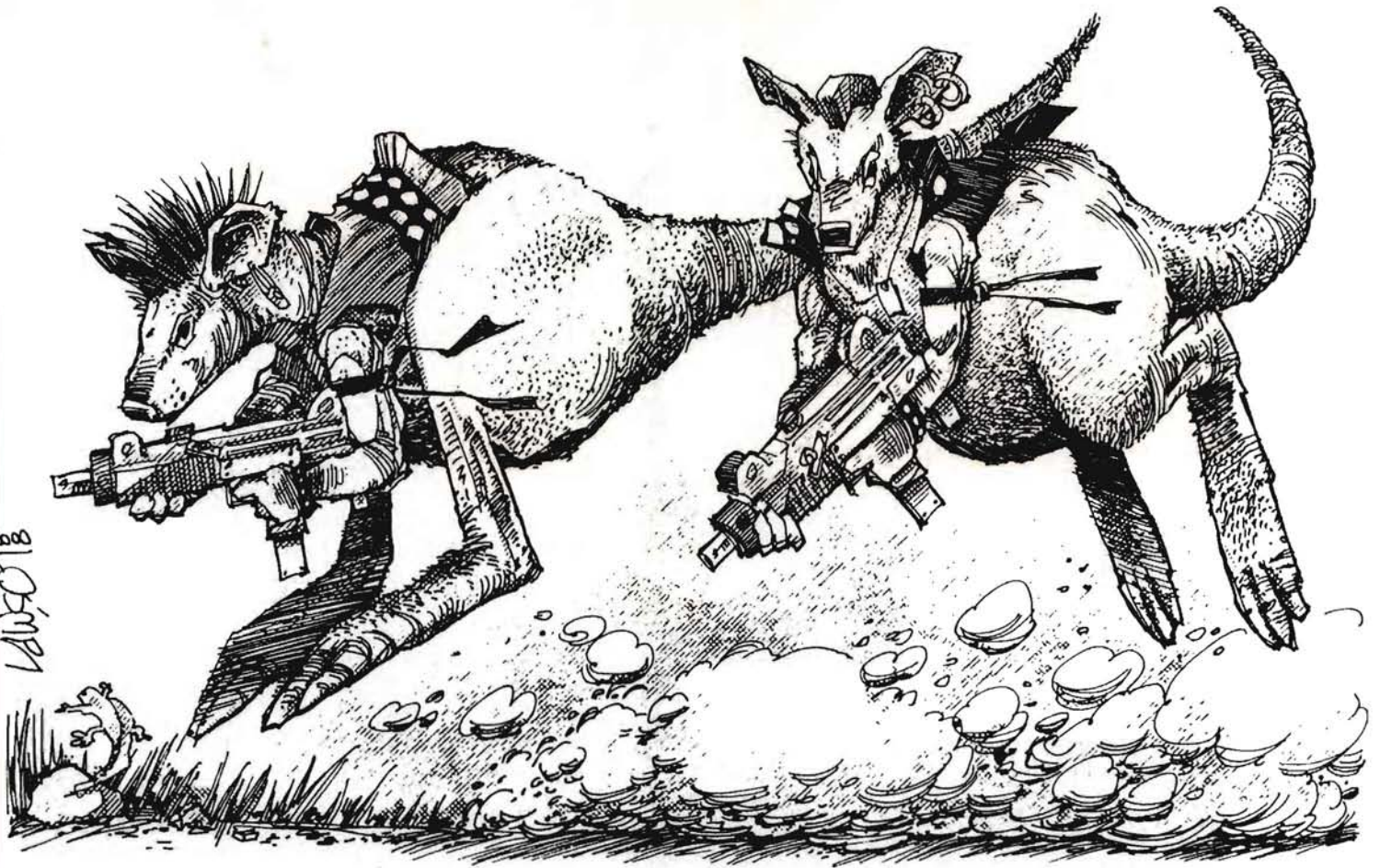
PALLADIUM BOOKS® PRESENTS . . .

MUTANTS DOWN UNDER

BY ERICK WUJCIK



A Sourcebook compatible with Heroes Unlimited
and Teenage Mutant Ninja Turtles



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MUTANTS DOWN UNDER

A Sourcebook compatible with Heroes Unlimited
and Teenage Mutant Ninja Turtles

This Book is Dedicated to the Australian Aborigines.

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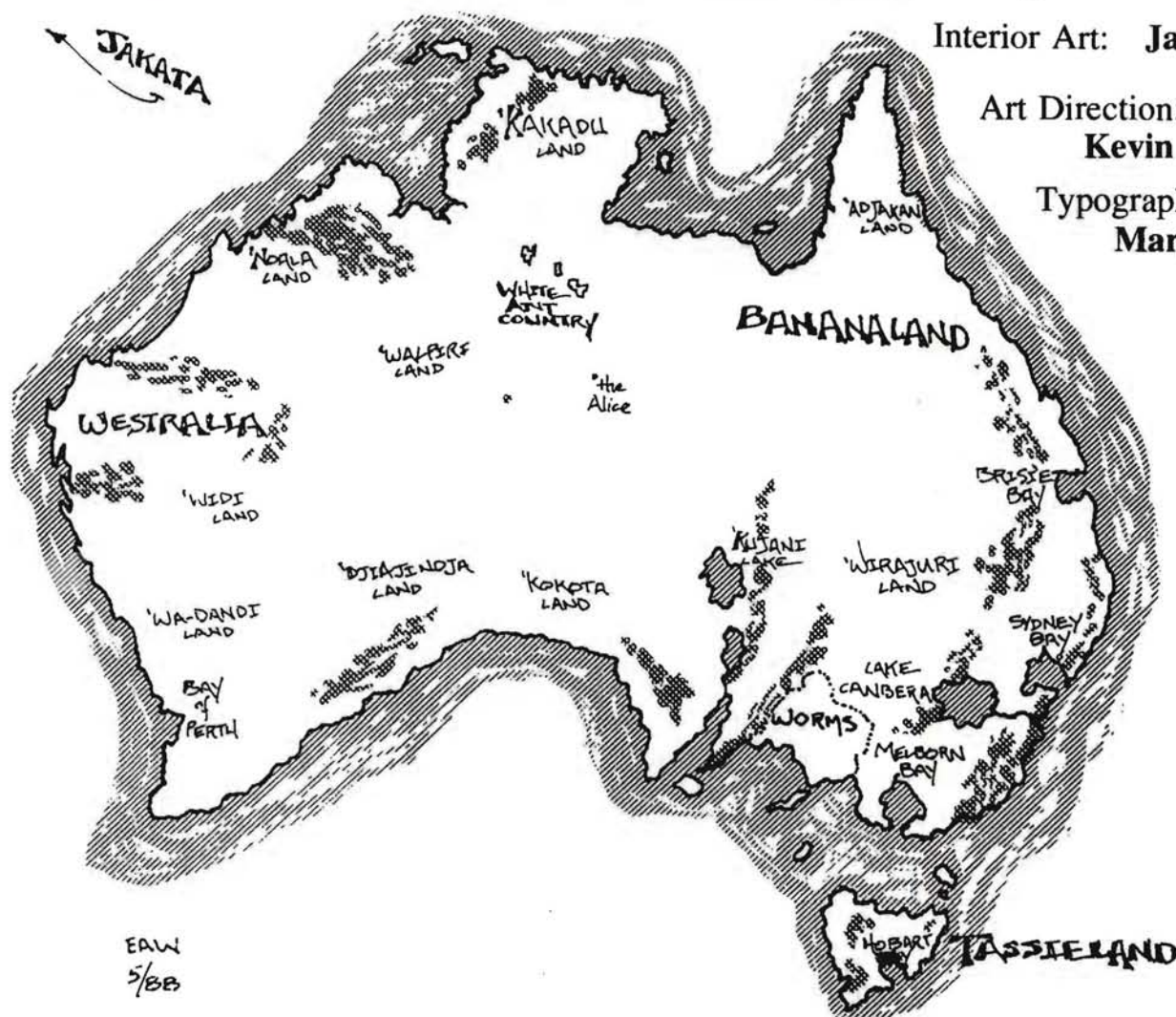


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MUTANTS DOWN UNDER: THE BIG CHANGE

"The story of the **Prang**? Heh! I'm not but a sundowner meself, but, no worries, I remember it well 'nough. Give us a shout and you'll hear the whole Dinkie die."

"Most folks just call it the Prang. That's when the whole world went up a gumtree. People dying. Cities disappearing into vast craters. Machines crumbling. Strewth! It seemed like the rum end of everything! Humanity really came a gutser. And why? I haven't a clue!

"For awhile it was have on. Food short, and lots of strange diseases. Not that we grizzled much; too much crook, and not 'nough time.

"Had to get back of beyond to survive. What with no food, I headed outback where at least there's bush tucker.

'Course, for the aborigines it was a their dreamtime come true.

"I'm not giving you the raw prawn, the *Mulgree* is what the Abos like to call it. They claim the Rainbow Serpent, that's one o' them dreamtime creatures they talk about, this Rainbow Serpent. It caused the Prang, so the dreamtime creators could return. Even back then, even before the Prang, they talked of the dreamtime all the time, about how men changed to animals, and animals into men. Seemed like rum yabber at the time . . .

"Too right! It wasn't long after that the bunyips started birthing everywhere. When the aborigines found the animals changing into human, well, flat out, they raised 'em their own way. Teaching all the dreamtime stories. And how to, as they call it, '*walk softly on the land.*'

"Right soon the drone of the didgeridoo was heard clear across West-
Australia. Roos, and dingoes, and rumbucks, and all. Good on ya, that mob was mad to walkabout dreamtime ways. And not a whack was left for us oldtimers.

"After that, there was no place for an old swagman like me in Aussieland. That's when I first come south to *Tassieland*, what we used to call Tasmania back when. We was short on humans, but all of us raised tykes and other animals like our own.

"Well, mate, that's the dinkum oil. 'Cept that now them *Jakarta* bulls is making things crook all over again. The young Tassies are Corroboree with them dreamtime types, all geared up to fight. I'm too old to bo peep up Bananaland way. So all the luck to you. And that's fair dinkum."

— As told by Old Willy, last of the Pre-Prang humans.

CREATING A CHARACTER: DOWN UNDER STYLE!

Step 1: The Eight Attributes

You start **MUTANTS DOWN UNDER** characters the same way as any other *Teenage Mutant Ninja Turtle and Other Strangeness* or *After the Bomb* characters. Start with the usual Step 1: The Eight Attributes (See *TMNT* or *Heroes Unlimited RPG*). The next step is a little different because the range of animals in Australia are different:

Step 2: Animal Type

The following table can be used for any adventure set in Australia. It works for both contemporary *TMNT* and for *AFTER THE BOMB/ROAD HOGS* character generation.

ANIMAL HERO CHARACTERS

First, roll to determine animal category:

01-10	Urban	66-85	Desert
11-30	Imported	86-99	Wild Birds
31-65	Outback	100	Zoo

Second, roll on the corresponding table:

URBAN ANIMALS (01-10)

01-20	Dog
21-25	Bat
26-30	Budgerigar; see <i>TMNT Pet Birds</i> , page 33
31-40	Cat
41-45	Cockatoo; see <i>TMNT Parrot</i> , page 34
46-55	Diamond Dove, see <i>TMNT Pigeon</i> , page 34
56-65	Galah. Australia's most common Parrot. See <i>TMNT Parrot</i> , page 34
66-70	Marsupial Mouse. A marsupial, but just like <i>TMNT Mouse</i> .
71-80	Mouse; see <i>TMNT Rodent</i> , page 44
81-85	Possum, Brush-Tailed
86-95	Rat
96-00	Sparrow

IMPORTED ANIMALS (11-30)

01-20	Cow
21-40	Sheep
41-45	Dog
46-48	Bat
49-50	Bison or Water Buffalo
51-52	Cat
53-54	Camel
55-59	Chicken
60-63	Donkey
64-65	Duck
66-67	Fox
68-73	Cane Toad. Exactly like the <i>TMNT Frogs</i> . The only difference is that their flesh is poison for anyone who tries to eat it. In other words, any character making a meal out of a Cane Toad (bite attack) will have to Save vs Poison (on P.E.) to avoid death.

74-76	Goat
77-80	Horse
81-83	Pig
84-89	Mouse
90-95	Rabbit
96-00	Rat

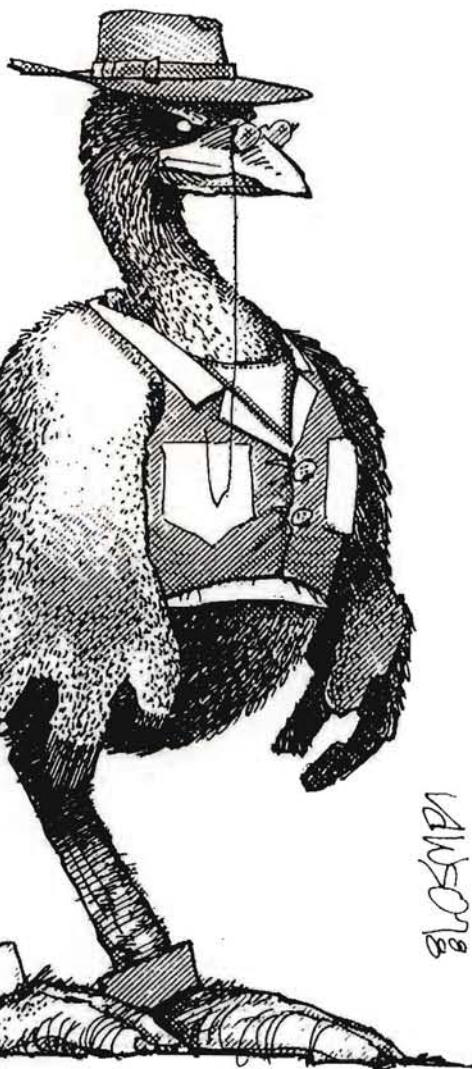
OUTBACK (31-65)

01-02	Bandicoot		
03-05	Bat		
06-08	Cassowary		
09-12	Crocodile		
13-15	Cuscus		
16-20	Dingo		
21-25	Emu		
26-28	Frilled Lizard		
29	Corroboree Frog. As <i>TMNT Frog</i> , but brightly colored. A Frog with a bright yellow body and irregular black stripes.		
30	Green and Gold Bell Frog. As <i>TMNT Frog</i> , but with bright green splotches on a gold-colored skin.		
31-35	Goanna		
36-40	Greater Glider or Sugar Glider		
41-42	Honey Possum		
43-50	Kangaroo		
51-55	Koala		
56-57	Komodo Dragon	77-78	Rat Kangaroo
58-60	Marsupial Mole	79-80	Rock Wallaby
61-62	Turtle	81-83	Snake
63-64	Native Cat	84-86	Spiny Anteater
65-66	Numbat	87-90	Tasmanian Devil
67-69	Pandemelon	91-93	Tree Kangaroo
70-74	Platypus	94-96	Wallaroo
75-76	Possum	97-00	Wombat

DESERT (66-85)

- 01-05 Bandicoot
- 06-15 Camel
- 16-20 Dingo
- 21-25 Emu
- 26-30 Frilled Lizard
- 31-35 Goanna
- 36-45 Kangaroo
- 46-50 Marsupial Mole
- 51-60 Mulgara
- 61-65 Numbat
- 66-70 Pandemelon
- 71-80 Rat Kangaroo
- 81-85 Rock Wallaby
- 86-90 Snake
- 91-95 Spiny Anteater
- 96-00 Thorny Devil

EMU



WILD BIRDS (86-99)

- 01-05 Australian Warblers. As *TMNT Wild Birds*, pg 32. Includes a wide range of Wrens, Thrushes, Robins and Chats, many in bright colors.
- 06-10 Magpie Goose. As *TMNT duck*, pg 31, but with only partially webbed feet and with a long, straight bill. black neck and wings, white body.
- 11-12 Brahminy Kite. As small hawk or falcon, brown wings with white head and body.
- 13-15 Brown Falcon. see *TMNT Wild Predatory Birds (Hawk)*, pg 32.
- 16-18 Malleefowl. As *TMNT Wild Fowl*, pg 33.
- 19-20 Scrubfowl. As *TMNT Wild Fowl*, pg 33.
- 21-25 Painted Quail. As *TMNT Wild Fowl*, pg 33, with bright markings, black and white at throat, red belly, blue body, grey at top of head and along back.
- 26-28 Plains-Wanderer. As *TMNT Wild Fowl*, pg 33, similar to Quail.
- 29-34 Diamond Dove. As *TMNT Pigeon*, pg 34.
- 35-37 Cuckoo Dove. As *TMNT Pigeon*, pg 34, rich brown and orange feathers, with a touch of green.
- 38-40 Crested Pigeon. As *TMNT Pigeon*, pg 34, multicolored with grey, and occasional feathers of purple and green.
- 41-45 Lorikeet. As *TMNT Pet Birds*, pg 34.
- 46-50 Cockatiel. As *TMNT Parrot*, pg 34.

- 51-55 Cockatoo. As *TMNT Parrot*, pg 34.
- 56-60 Galah. As *TMNT Parrot*, pg 34.
- 61-65 Crimson Rosella. As *TMNT Parrot*, pg 34, with bright red feathers, tipped with blue.
- 66-70 Budgerigar. As *TMNT Pet Birds*, pg 33.
- 71-75 Morepork. As *TMNT Owl*, pg 32.
- 76-80 Kookaburra
- 81-82 Superb Lyrebird. As *TMNT Wild Fowl*, pg 33, but with long, peacock-like tail feathers.
- 83-85 Grass Owl. A long-legged owl that nests on the ground. As *TMNT Owl*, pg 32.
- 86-90 Eastern Whipbird. As *TMNT Wild Birds*, pg 32.
- 91-95 Cinnamon Quail Thrush. As *TMNT Wild Fowl*, pg 33 (Quail).
- 96-00 Wedge-Tail Eagle. As *TMNT Predatory Birds*, pg 32.

ZOO ANIMALS (100)

- | | |
|------------------|--------------------|
| 01-05 Lion | 51-55 Rhinoceros |
| 06-10 Lynx | 56-60 Hippopotamus |
| 11-15 Tiger | 61-65 Elephant |
| 16-20 Leopard | 66-70 Chimpanzee |
| 21-25 Cheetah | 71-75 Orangutan |
| 26-30 Black Bear | 76-80 Gorilla |
| 31-35 Aardvark | 81-85 Monkey |
| 36-40 Armadillo | 86-90 Baboon |
| 41-45 Elk | 91-95 Skunk |
| 46-50 Otter | 96-00 Porcupine |

Note: All are described in the *TMNT RPG*.

Step 3: Mutation Background

Player characters in the world of **Mutants Down Under** are the ones who have been selected (by accident or design) to defend their land from the northern invaders. Although virtually *all* the animals have mutated, *most* are like peaceful citizens anywhere, content to live their own quiet lives.

NOTE: In each category there are two listings for skills: Old System and New System. **Old System** is for those games that still use the original versions of *TMNT* and *Heroes Unlimited*. **New System** makes the characters compatible with the revised versions of *TMNT* and *Heroes Unlimited*, as well as **ROBOTECH**, **Ninjas & Superspies**, and **Beyond the Supernatural**. Players should use either the New or the Old system, **NOT BOTH**.

01-40 Aborigine Hunter. Character has been brought up in the traditional culture of the Australian Aborigine, otherwise known as *Dreamtime*. This gives the character the ability to easily live off the land, gathering food, weapons and tools from nature. Because Aboriginal culture has no need for commerce or technology, the character starts out with no money and no equipment other than aboriginal weapons and tools, like the boomerang, knife and walking staff or spear. **One time bonus of +10 S.D.C. and +2 P.E.** No scholastic bonus.

NOTE: Aborigine Hunters are the *only* characters who can become Mabarn (standard BIO-E cost).

SKILLS

Old System: Hand to Hand: Basic, Climbing (+15%), Athletics, Prowl (+5%), Running, and Swimming (+5%). Plus new skills: Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), and any (2) aborigine W.P. or ancient W.P. skills. Finally, the character can select any four (4) additional skills from among aborigine skills, secondary skills, Pilot Lighter-Than-Air Vehicles, or Pilot Mutant Insects. No skill bonuses.

New System: Hand to Hand Basic, Climbing (+15%), Athletics, Prowl (15%), Running, Swimming (15%), Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), and any (2) aborigine W.P. or ancient W.P. skills. Finally, the character

can select any four (4) additional skills from among aborigine skills, secondary skills, Pilot Lighter-Than-Air Vehicles, or Pilot Mutant Insects. No skill bonuses.



41-45 Tassieland Airship Captain/Pilot. Like merchant seamen of old, the merchant airship captains of Tasmania keep their *secrets* in the family and pass down the captaincy of their ships to family members. This character has been climbing the rigging of airships since before he took his first step. Along with the skills, the character has command of a Zeppelin. \$22,000 is available for the character to put together the *airship* (do not use money for any other purpose).

Character also has \$1,200 of personal equipment and supplies, including weapons and ammunition (select from TMNT). Has \$100 to \$600 (1D6 times \$100) in Bickies. No skill bonuses.

SKILLS

Old System: Aerial Navigation (+10%), Pilot Lighter-Than-Air Vehicles (+15%), and Basic Mechanics (+10%). Take any four (4) Collegiate skills, any two (2) Espionage/Military skills and any six (6) Secondary skills. Character has a very low level version of Australian Nature Lore, with a **Base Skill:** 34%+4% per level of experience. No skill bonuses except as listed.

New System: Aerial Navigation, Pilot Lighter-Than-Air Vehicles (+15%), and Basic Mechanics (+10%). Take any two (2) skill programs, and any seven (7) Secondary skills. Character has a very low level version of Australian Nature Lore, with a **Base Skill:** 34%+4% per level of experience. No skill bonuses except as listed.

46-50 Aborigine Airship Captain/Pilot. Like the Tassieland Airship Pilot, above, this is a character who loves to fly. Not able to purchase or inherit an airship, the character has *stolen* one from jakartans. It must be either a Six-Man Transport or a Twenty-Man Frigate (player's choice), and \$4,000 is available to the character to *customize* the airship. Otherwise, the character starts with no money and no possessions, like other aboriginal characters. One time bonus of +10 S.D.C. and +2 P.E. No skill bonuses

SKILLS

Old System: Australian Nature Lore, Find and Prepare Bush Tucker (Food), Songlines, Aerial Navigation, Pilot Lighter-than-Air Vehicles, any (2) aborigine or ancient W.P., and any three (3) aborigine or secondary skills.

New System: Australian Nature Lore, Find and Prepare Bush Tucker (Food), Songlines, Aerial Navigation, Pilot Lighter-Than-Air Vehicles, any (2) aborigine or ancient W.P., and any three (3) aborigine or secondary skills.

51-55 Jackeroo. Or Jilleroo for females. These are the **Mutants Down Under** version of *cowboys*. The Jackeroos herd giant insects for a living. They also ride giant grasshoppers and other mutant insects. Character can select any one personal mount from the list of mutant riding insects. Also has two personal weapons: a Tassie .38 Revolver, and either a Tassie 7.62mm rifle or a Tassie 12 Gauge

shotgun, along with 50 rounds of ammunition for each. From \$100 to \$800 (1D8 times \$100) worth of equipment is available (select from TMNT). Also, the character starts out with \$20 in Bickies. **Note** that the *Communicate with Mutant Insects* psionic ability is particularly valuable to Jackeroos.

SKILLS

Old System: Pilot Mutant Insects (+20%), Australian Nature Lore, one modern W.P. that starts at 3rd level Expert (should match one of the two personal weapons selected), three (3) High School skills, and any seven (7) secondary skills. No skill bonuses except as listed.

New System: Pilot Mutant Insects (+20%), Australian Nature Lore, one modern W.P. at 3rd level (to match one of the two personal weapons selected), any one (1) Skill Program, and any six (6) secondary skills. No skill bonuses except as listed.

56-60 Aboriginal Insect Herder. Certain Aboriginal groups have mixed herding mutant insects with their traditional beliefs and customs. The result is a kind of odd mixture of Jackeroo and Aborigine, something like one of the Plains Indians from the old western U.S. They ride giant grasshoppers and other mutant insects and the character can select any two personal mounts from the list of mutant riding insects. No equipment other than Aboriginal tools and weapons, plus riding gear made from natural vines and gut. The *Communicate with Mutant Insects* psionic ability is *automatically* available (for the standard cost in BIO-E) regardless of the character's M.E. One time bonus of +10 S.D.C. and +2 P.E.

SKILLS

Old System: Pilot Mutant Insects (+20%), Hand to Hand Basic, Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), any (2) aborigine or ancient W.P., and any two (2) aborigine or secondary skills. No skill bonuses except as listed.

New System: Pilot Mutant Insects (+20%), Hand to Hand Basic, Dreamtime Lore, Australian Nature Lore, Find and Prepare Bush Tucker (Food), any (2) aborigine or ancient W.P., and any two (2) aborigine or secondary skills. No skill bonuses except as listed.

61-65 Swagman. These wandering vagabonds (some would say 'bums') have adopted rootless and somewhat shifty ways. They tend to be tougher than other mutant animals with a S.D.C. bonus of +20, a P.E. bonus of +4, a P.S. bonus of +1 and a P.P. bonus of +1. They've got little formal education, but have picked up a bit of everything, working as jacks-of-all-trades whenever work is available. Character has scrounged up \$300 of equipment and supplies (select from TMNT). Also, either a Tassie .38 Revolver or a Tassie 7.62mm Rifle, with 40 rounds of ammunition. Has \$10 to \$60 (1D6 times \$10) in Bickies.

SKILLS

Old System: Take any twelve (12) Secondary skills, and any two (2) Military skills. Character has a very low level version of Find and Prepare Bush Tucker (Food), with a **Base Skill:** 24%+4% per level of experience, and with a steady 2% chance of selecting poisoned Bush Tucker. Also, take one of either Pilot Mutant Insects or Pilot Lighter-Than-Air Vehicles, or Songlines. **NOTE:** If Pilot Mutant Insects is selected, the character is allowed a personal mount (choose either grasshopper or ant).

New System: Take any twelve (12) Secondary skills, and any two (2) Espionage/Military skills. Character has a very low level version of Find and Prepare Bush Tucker (Food), with a **Base Skill:** 24%+4% per level of experience, and with a steady 2% chance of selecting poisoned Bush Tucker. Also, take one of either Pilot Mutant

Insects, Pilot Lighter-Than-Air Vehicles, or Songlines. **NOTE:** If Pilot Mutant Insects is selected, the character is allowed a personal mount (choose either grasshopper or ant).

66-70 Tassieland Technician. Raised, and highly educated, in Tassieland. The character understands technology and science, and is particularly well trained in recognizing and analyzing Pre-Prang artifacts. As a high-tech urban dweller, the character will tend to view most other mutant animals (especially Aborigines) as ignorant hicks. Starts out with \$400 to \$2400 (roll 4D6 times \$100) in equipment and supplies, selected from TMNT. Also has \$100 to \$600 (1D6 times \$100) in cash (Bickies). +15% Scholastic Bonus.

SKILLS

Old System: 5 High School skills, 10 College skills and 12 Secondary skills.

New System: Any three (3) Skill Programs and any ten (10) Secondary skills.

71-75 Tassieland Militia. Trained and equipped by Tassieland, now assigned to help defend against Jakartan incursions. The character was raised in a technologically sophisticated agricultural community. Continuous low-level warfare with the Aboriginal mutants gave the character early military experience. Character starts out owning a rifle-type weapon (select assault rifle, sniper rifle, shotgun, or machinegun), and a pistol or submachine gun, plus 100 rounds of ammunition for each weapon. \$300 to \$1800 (roll 3D6 times \$100) can be used to buy any standard or military equipment from TMNT.

SKILLS

Old System: First Aid, 4 High School skills (+5%), 5 Secondary skills and 5 Military skills (+5%). Plus any one Modern W.P.

New System: First Aid (+5%), Military Skill Program (+5%), any three (3) espionage/military skills (+5%), and any four (4) secondary skills. Plus any one Modern W.P.

76-80 Feral Mutant Animal. One of the many mutant animals who grow up lost and alone in the wilderness. Survivors like this character have a hard time trying to fit in with more "socialized" mutant animals, and will be uncomfortable around humans. Feral Mutants tend to be tougher, but not as well educated as the average mutant animal. There is a S.D.C. bonus of +30, a P.E. bonus of +4, a P.S. bonus of +2 and a P.P. bonus of +1. Starting equipment is worth just \$10 to \$60 (1D6 times \$10, select from TMNT).

SKILLS

Old System: Character has very low level versions of Find and Prepare Bush Tucker (Food) and Australian Nature Lore, both with a **Base Skill:** 15%+5% per level of experience, and with a steady 3% chance of selecting poisoned Bush Tucker. Also has Basic Survival (+10%), Climbing (+10%), Escape Artist (+10%), Prowl (+10%), Tracking (+5%), and Hunting, plus any two (2) military skills and any two (2) secondary skills. No skill bonuses except as listed.

New System: Character has very low level versions of Find and Prepare Bush Tucker (Food) and Australian Nature Lore, both with a **Base Skill:** 15%+5% per level of experience, and with a steady 3% chance of selecting poisoned Bush Tucker. Other automatic skills include Prowl (+10%), Survival Skills (+10%), Climbing (+10%), Escape Artist (+10%) and Swimming (+5%). Characters can pick two (2) military/espionage skills, and two (2) Secondary skills. No skill bonuses except as listed.

81-85 Car Nut/Mechanic. Characters who go to the trouble of assembling a working vehicle from the few remaining parts are few

and far between. Given the extreme shortage of metal, keeping the old machines going takes a little magic and a lot of skill. The character can put together a \$12,000 car (vehicle expense) and has \$300 to \$1,800 (3D6 times \$100) to spend on personal possessions (select from TMNT). Starting cash is \$20 to \$120 (2D6 times \$10) in Bickies. For vehicle expenses, construction and combat rules, as well as additional vehicle skills, see *Road Hogs*, or *Revised Heroes Unlimited* or *Ninjas & Superspies*. Use TMNT prices to select personal possessions. Most mechanics are easy-going and self-confident, since they know their skills are always in demand.

SKILLS

Old System: Basic Mechanics and Automobile Mechanics (both +25%), plus 5 High School skills, 2 College skills and 8 Secondary skills. **Note:** Add +10% to mechanical, electrical or technical skills.

New System: The Mechanical Skill Program (all skills +20%), plus any other two (2) Skill Programs (all skills +6%) and 6 secondary skills.

86-95 Ninja. The character was adopted by a wandering Ninja master. Outfitting includes \$250 of weapons, equipment and supplies (select from ninja and other equipment in TMNT). In addition, the ninja's teacher provides a high quality traditional weapon (or pair of weapons) to match the character's main weapon skill.

SKILLS

Old System: Knows five (5) High School skills, three (3) Military skills, two (2) College skills, six (6) Secondary skills and Hand to Hand: Ninjitsu. In addition, the character has a choice of three (3) ancient or ninja weapon proficiencies.

New System: Character learns three (3) military/espionage skills, 10 secondary skills (with a skill bonus of +5%) and Hand to Hand: Ninjitsu. In addition, the character has a choice of three (3) ancient or ninja weapon proficiencies.

96-00 Free Slaves. Born into slavery in Jakarta, or in some other human dominated territory. These young mutant animals eventually escaped. For the rest of their lives they have a burning desire to bring down humanity. Character has \$40 to \$240 (roll 4D6 times \$10) of equipment selected from TMNT. \$10 in Bickies, cash. Also includes a S.D.C. bonus of +25 and a P.S. bonus of +5.

SKILLS

Old System: 6 Secondary skills, 2 Military skills, plus Basic Survival and Escape Artist.

New System: 2 military/espionage skills, 6 secondary skills, and Basic Survival and Escape Artist.

Step 4: BIO-E, Special Abilities, Psionics, Growth Levels, and Human Features

Except for the special *Mabarn psionics*, all these character generation features are the same as in *TMNT and Other Strangeness*. See pages 10-12.

Step 5: Equipment, Supplies and Money

Characters select their initial equipment from the various lists in *Teenage Mutant Ninja Turtles and Other Strangeness*. Equipment listed in this book describes items and prices that are available after your

character starts playing. Remember, you must spend all your equipment and supply money before you start, it can't be saved and used later. Likewise, any money provided for vehicles (airships or cars) must be spent before the character enters the game.

NEW SKILLS FOR MUTANTS DOWN UNDER

SKILL LIST

Aboriginal Medicine*
Australian Nature Lore
Dreamtime Lore
Find and Prepare Bush Tucker (Food)
Didjeridoo
Songlines*
Pilot Lighter-Than-Air Vehicles
Pilot Mutant Insects
W.P. Boomerang
W.P. Woomera
W.P. Axe
W.P. Spear and Spear Thrower

*Available only to the Aborigine Hunter, Aborigine Airship Pilots and Aborigine Insect Herder.

Aboriginal Skill Descriptions

Aboriginal Medicine. An Aboriginal form of medical treatment that combines an ancient knowledge of healing plants with modern knowledge of human anatomy and physiology. Includes first aid techniques such as bandaging wounds, stopping bleeding, and administering CPR/artificial respiration. Also allows the character to set broken bones, extract bullets, sew up wounds, and diagnose illnesses.

Part of the character's skill comes from the ability to recognize and use natural plants and substances (clays and mud) for bandages, antiseptics, drugs and painkillers. Searching for the right leaves for emergency bandages requires a skill roll every five minutes. Finding a specific kind of herb, root or leaf, to cure a specific ailment requires a skill roll every half-hour. Finding an antitoxin, to help a character who has been poisoned or injected with venom, will require a skill roll every hour. Failing a roll means the proper item was not found, but can be attempted again, with the same time requirements.

In practice, this allows the character to function like a *Paramedic*. A *failed roll* means the patient has not been helped, either because the problem is too serious, or because a mistake was made. Serious injury, or coma, will require that the character roll successfully two out of three times in order to help. **Base Skill:** 50% + 5% per level of experience.

Australian Nature Lore: Character learns all about the Australian ecology. Among other things, this gives the ability to:

1. **Keep an accurate calendar;** so accurate that the character can tell the specific day of the year according to which plants are flowering. In addition, the character can tell time according to the sun, moon, stars, and the noises of various insects. **Base Skill:** 50% + 5% per level of experience.

2. **Evaluate the temperature and humidity** according to the behavior of plants and the condition of the soil. In addition, the character can attempt to predict the weather up to 48 hours in advance. **Base Skill:** 40% + 5% per level of experience.

3. **Identify and track** a variety of indigenous creatures, just from their footprints and the signs they make while travelling. The equivalent of the Tracking skill in TMNT. **Base Skill:** 30% + 5% per level.

4. **Find north, south, east and west** easily, and estimate the distance between distant objects. **Base Skill:** 65% + 5% per level.

Dreamtime Lore: The philosophy/religion/world-view of the Australian Aborigines is a strange blend of animism with the more bizarre aspects of modern physics. In other words, dreamtime is another version of reality. Here are some of the features of dreamtime:

1. All time, from the remote past to the far future, is together, as if it were all one piece. Practitioners of dreamtime have infinite patience, knowing that if a thing is meant to be, it will happen.

2. Animals, insects and plants all have voices in dreamtime. They do not speak as individuals, but as a collective. In other words, in dreamtime, one could be talking to Emu; not just any Emu, but the primal Emu, sort of a super-Emu that represents all Emus.

3. One must dream of lives to come (unborn children) or they will not come. And one must dream of lives that have left. All the land, the plants, insects and animals, must be dreamed, or they will not come to exist.

Characters with this skill will know hundreds of stories, mostly about the different features of the landscape and the shapes of the wildlife, and how they relate to the dreamtime. They'll also be able to recognize various supernatural creatures, and will know how to appease them or defend against them. **Base Skill:** 60% + 6% per level of experience. **Note:** In *Beyond the Supernatural*, this character has the *sense evil* ability equal to the psychic sensitive's and the following lore skills: demons & monsters, ghosts & faeries, geomancy & lines of power (each skill is +20%).

Find and Prepare Bush Tucker (Food). Aborigines can make living off the land seem incredibly easy. With just two or three hours work, one person can gather enough for a dozen people to eat well. And all this in a place where a Westerner would see nothing but a barren desert with a few dried up weeds. Finding Bush Tucker only looks easy. Learning the techniques for finding the food, and avoiding poison, takes at least seven years of training.

While searching for food, the character can make an attempt to find Bush Tucker once per hour. If successful, that means a source of food has been found. If the roll fails, it means that no food was found but that the character can try again for another hour.

For example, pine cones from the Bunja Mountain Pines can be gathered and eaten, but they are nonpoisonous only every third year. Woollybutt grass seeds are edible, but only if properly sorted, crushed, mixed and baked. **Base Skill:** 68% + 2% per level of experience.

SPECIAL NOTE: Attempting to eat in the wild without this skill, even for characters experienced in Wilderness Survival, is very dangerous. Ignorant characters have a base chance of 50%, for every hour of searching, of discovering what seems to be edible food. However, there is a 10% chance that whatever it is will be poisonous.

Didjeridoo. The traditional musical instrument of the Aborigines. It's made from a hollow bamboo log, at least 5 feet long, but sometimes much longer. Learning to play requires learning to breathe in a special way. This special breathing, or Circular Breathing, involves constantly breathing in through the nose and out through the mouth, without stopping. The result is the ability to play continuously, without stopping for a breath. Also includes all the knowledge necessary for constructing a new Didjeridoo, which takes about three days. **Base Skill:** 50% + 5% per level of experience.

Songlines: A Songline is, first of all, a song. A set of words put to music. But every note of a songline has a meaning. Every songline describes a path across the land. And describes it so well that a character with the Songline skill can make an *exact map* of the area even if he has never visited the area. A computer expert might describe Songlines as an incredibly sophisticated method of data encryption, far more sophisticated than the 20th Century's most advanced computer programs. Characters with this skill are specialists who can memorize songs and interpret every feature of the terrain that they describe.

1. **Songlines describe** every feature along its path, as well as the exact distances (in foot strides) between landmarks.

2. **Hidden sources of water**, which may be completely out of sight, are always described in the Songline. Directions may be as simple as looking over a ridge, or in a thick grove of brush. On the other hand, some desert Songlines describe water holes that can only be reached by digging several feet into the ground, ground that looks just as dry and parched as the ground for miles around.

3. **Caches of food**, as well as important tools and materials are usually described in Songlines. This makes it much easier to find Bush Tucker (+25%). It also is useful for finding the large stone tools that aboriginal people construct in various areas (reduces the time for making aboriginal items to half).

4. **Real song** would have named each water hole the character drank from, each tree he cut a spear from, each cave he slept in, covering the whole long distance of the way. Stories told to strangers include little or none of these details.

5. **A character** with Songline also has the equivalent of *Land Navigation* (see Revised TMNT or Heroes Unlimited), as well as map reading.

There are two levels of Songline skill: one for the mere singing and following, the other for the creation, translation and interpreting. **Base Skill:** 70% + 5% per level for interpreting Songlines and memorizing new Songlines. Creating new Songlines is 40% + 5% per level of experience.

Incidentally, a useful technological tool for a Songline skilled character is a portable tape recorder. This allows the character to collect a variety of Songlines, covering different paths throughout Australia.

NOTE — FOR USE WITH *Beyond the Supernatural*: Songlines are more than just paths, they are *ley lines*. And the songs themselves, which speak of the dreamtime ancestors, specifically locate all the various Ley Line Nexus Points, Rips of Magic, and Transitional Places of Power that are scattered across the ancient landscape of Australia.

W.P. Aboriginal Weapons

Along with the skill of using the weapon, the character will also know everything about making them. Given the availability of the right wood, Ironbark Eucalyptus is preferred, any of the weapons can be made in about eight hours.

W.P. Boomerang: The technological equal of the bow, boomerangs depend on the sophisticated aerodynamics for their extreme range and special flight characteristics. **Damage** is 1D10, and no P.S. or other damage bonuses are allowed. However, the usual P.P. bonus to Strike is allowed.

A boomerang can be thrown in any of the following ways. Thrower must specify the boomerang's path before throwing it. **Bonuses to strike** are +1 at first level, and an additional +1 at 3rd, 5th, 7th, 9th, 11th, 13th, 15th and 17th level.

1. **Return Path.** Thrown so that it will come back to the thrower. Note that it's also possible to be running, or riding in a vehicle, and to throw it so that it will come to where the character is going.

2. **Straight Shot.** Maximum range is an extraordinary 600ft (183m). If a target/victim is 100ft (30.5m) away or more, and sees the boomerang coming, then he/she gets +4 to Dodge or Parry.

3. **Back Shot.** The idea is to curve the path so that the boomerang goes over or around the victim, and then comes back to hit from the opposite side. Maximum range is 250ft (76.2m). Because of the surprising arc the victim has a -2 to Dodge or Parry.

4. **Bounce Shot.** The boomerang is thrown so that it curves down, then arcs or bounces back up, so the victim is hit low by an upward moving boomerang. The result is a pure *knockdown* attack. A successful attack (victim fails to Parry or Dodge) knocks the victim down to the ground and does 1D6 damage. Maximum range is 350ft (106.7m).

W.P. Woomera: A specially designed throwing stick, but unlike the boomerang, not designed to travel as far, or to return. +1 to Strike at 1st, 3rd, 4th, 6th, 7th, 9th, 10th, 12th and 13th levels. **Range** is limited to 100ft (30.5m). Also used in hand to hand combat with the same bonuses and damage. **Damage** is 1D8 with normal P.S. damage bonuses added in.

W.P. Axe: After the Prang, the Aborigines have returned to using their traditional *stone axes*. The main advantage of metal axes was not sharpness; flint is sharp enough to be used for surgical tools. No, metal axes are a lot lighter than the heavier stone axes. However, stone axes are easy to make and the materials are plentiful. Bonuses to strike are +1 at 1st, 2nd, 4th, 7th, 8th, 10th, 12th, 14th and 16th levels. *Not* used for throwing (-5 to strike, with a max. range of 25ft/7.6m). **Damage:** Small — 1D6, Large — 1D8, Two-Handed — 2D6.

W.P. Spear and Spear Thrower: Spears are the Aborigines most valued weapons and one of the few objects that they carry with them everywhere. **Damage** is 1D6 + 1 for both hand-to-hand and thrown strikes, plus any character P.S. bonus.

In hand to hand combat, there is a bonus to strike of +1 at 1st, 4th, 7th, 10th and 13th levels. As a *throwing weapon*, there's a bonus of +1 to Strike at 2nd, 4th, 6th, 8th, 10th, 12th and 14th levels. Maximum range is 150ft.

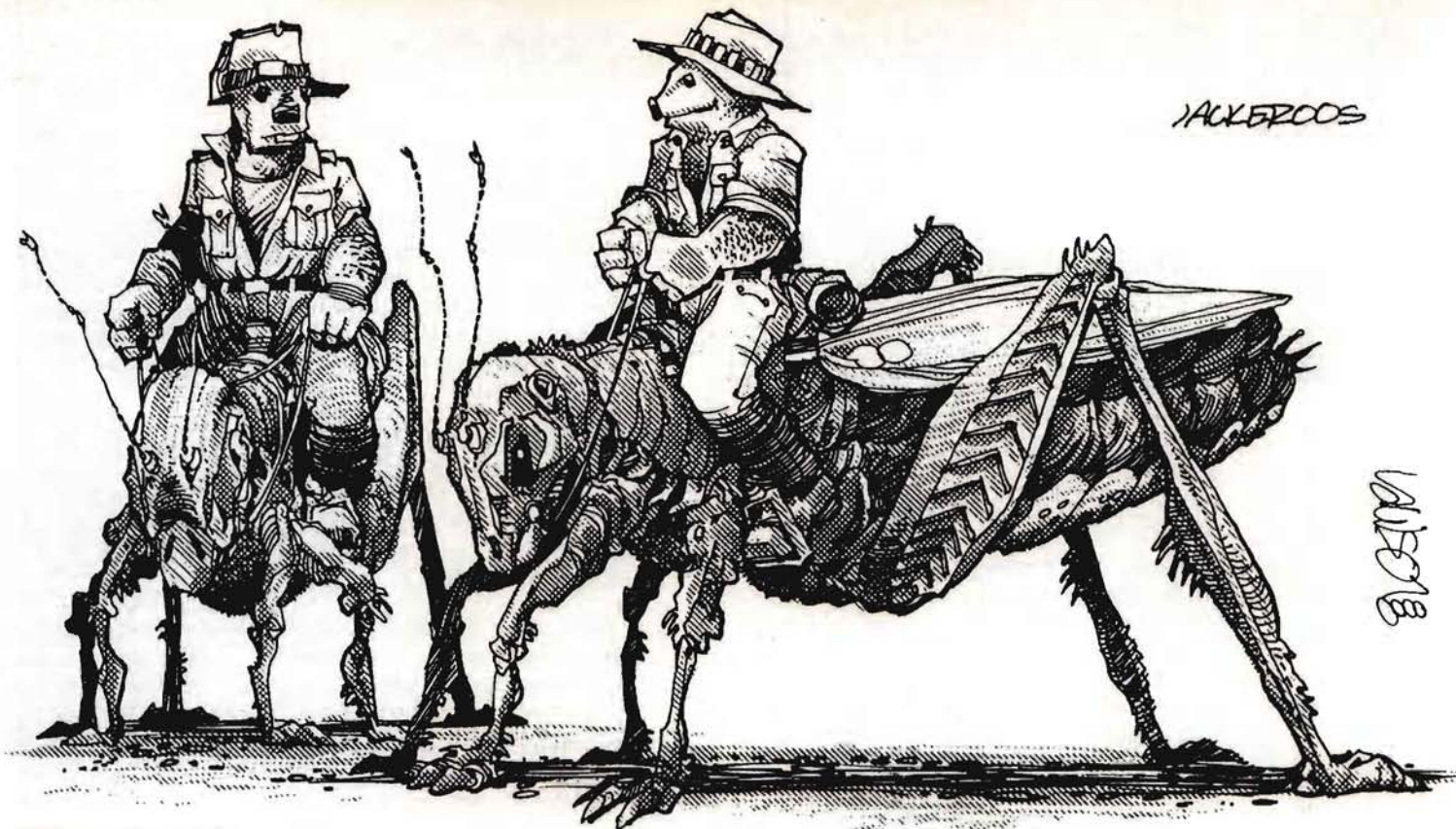
Using a Spear Thrower, a handle used to hold the spear and extend the throwing arc, means added range and power to the throw. **Adds** +2 to damage and another 100ft (30.5m) to the maximum range.

NEW! Pilot Skills

Pilot Lighter-Than-Air Vehicles: Includes skill in both hot-air balloons and powered dirigibles. Character can pilot, steer, raise and lower, and dock (lower to ground, or attach to docking tower) all airships. Can also locate problems, sew up or glue torn fabric, repair control linkages (including pedal-driven propellers), and attach ropes and rigging.

Note that this does not include the ability to work on any dirigible engines (*requires Basic Mechanics*). **Base Skill:** 50% + 5% per level of experience.

Pilot Mutant Insects: Most mutant insects are *dumb*, even dumber than pre-mutation horses. Riding them means learning all about their weird biology (where can you hit 'em where they'll notice it?) and habits. Characters with this skill also know how to feed and care for mutant insects, how to recognize insect quality and how to raise and breed better mounts. **NOTE:** This skill is useful for only one kind of mutant insect, learning to ride a different kind requires taking the skill again. **Base Skill:** 30% + 6% per level of experience.



STANDARD MUTANT RIDING INSECTS

Beetle

The natural laborer among the mutant riding insects. They are pretty dumb, but they can be easily controlled and understand commands to attack, flee, and pick up objects. Their great strength makes them useful on various construction jobs.

They come with six legs, hard mouth pincers, and a hard carapace. The tame variety is bright green with a complex pattern of yellow and red spots and stripes.

Attributes: P.S.: 20 + 2D6, P.P.: 3D6, P.E.: 20 + 2D6, Spd: 3D6

Size Level: 19

Weight: 1600 pounds

Length: 9ft

A.R.: 14 (Natural Armor Plating) S.D.C.: 160

Hit Points: Equal to P.E.

Natural Weapons: Pincers (3D6 damage), Claws (1D10 damage), and Ram (5D6 damage plus knockdown).

Special Abilities: Digging

Attacks per Melee: 2

No bonuses to Strike, Parry or Dodge, Damage Bonus based on P.S.

Breeding Modifications (Optional):

Heightened Speed. An increase in running speed that allows the mutant Beetle to run up to 30mph (48kmph) for extended periods, and in bursts of speeds up to 45mph (72kmph) (limited by P.E.). Add 1D6 to Spd. This drops the insect's A.R. down to 12, the S.D.C. down to 110, and both the P.S. and the P.E. down by -4.

Bulldog Ant

The Bulldog Ant actually has something approaching intelligence. Unmodified, it is capable of understanding instructions and dealing with simple problems. With the special breeding modification, the mutant insect can even speak roughly.

As a riding insect and companion, the Bulldog Ant is unsurpassed. It is a good fighting partner, and is intensely loyal to its master, ready

to sacrifice its own life whenever necessary. Adds +4% to insect piloting ability of rider.

Looks just like a giant ant, with segmented body, six legs, and a hard, reddish exoskeleton.

Attributes: I.Q.(SPECIAL!): 1D6, M.E.: 1D6, M.A.: 1D6, P.S.: 15 + 3D6, P.P.: 3D6, P.E.: 4D6, Spd: 3D6

Size Level: 14

Weight: 380 pounds

Length: 7ft

A.R.: 10 (Light Armor Plate) S.D.C.: 90

Hit Points: Equal to P.E.

Natural Weapons: Jaw Mandibles (2D6 damage), and Claws (1D8 damage)

Special Abilities: None

Attacks per Melee: 2

Bonuses depend on P.P., Spd. and P.S.

Breeding Modifications (Optional):

Partial Human Speech and Heightened Intelligence. Add another 1D6 to I.Q. The insect can now grate out choppy words and sentences. Reduce A.R. to 8, S.D.C. down to 75, and P.E. goes down -6. Jaw mandibles are no longer weapons. Adds +12% to pilot mutant insects skill (the insect is easier to control and command).

Drone Fly

The only mutant riding insect bred exclusively for flight. They are perhaps the *dumbest* of all mutant riding insects. They have to be continually restrained (staked out and hobbled with wing restraints) or they may take-off for good. They understand no verbal commands, and must be controlled entirely with control reins. Not recommended unless the character has the Communicate with Mutant Insects psionic ability, in which case it's possible to direct the creature's flight pretty accurately.

Attributes: P.S.: 4D6, P.P.: 3D6, P.E.: 4D6, Spd: 2D6 (running)

Size Level: 12

Weight: 260 pounds

Length: 6ft

A.R.: 4 S.D.C.: 60

Hit Points: Equal to P.E.

Natural Weapons: None

Special Abilities: Flight. Can fly at up to 50mph (80kmph) for extended periods, to a maximum of 75mph (120kmph) (limited by P.E.). Extremely agile flyer, capable of turning on a dime, flying sideways, and landing anywhere. Ever hear an angry fly trying to fly through window glass? Multiply the noise level by about 20 and you've got an idea of just how noisy the Drone Fly is while flying. +4 to Dodge while in flight.

Sticky Pads. These allow the insect to land on vertical surfaces or even upside-down, and to stick to even smooth surfaces.

Attacks per Melee: None

Breeding Modifications: None

Grasshopper

A solid performer as a riding insect. Mutant Grasshoppers are not too bright (about the equivalent of a dumb rabbit), but they are easily controlled. After a few months of training they'll respond to reins (or psionic control) and will start, stop, turn and attack as directed.

Attributes: P.S.: 10+1D6, P.P.: 2D6, P.E.: 10+1D6, Spd: 4D6

Size Level: 15

Weight: 460 pounds

Length: 8ft

A.R.: 8 (Light Body Armor) S.D.C.: 100

Hit Points: Equal to P.E.

Natural Weapons: Forward Claws (1D6 damage)

Special Abilities:

Advanced Hopping Ability. Makes efficient long-distance travel at high speeds possible. The mutant Grasshopper can hop along at 30mph (48kmph) for hours without getting tired. Speeding up to a maximum of 45mph (72kmph) is possible, but the duration is limited by the insect's P.E. Can leap up to 60+2D6 feet lengths and 30+1D6 feet high/upwards.

Attacks per Melee: 2

Bonuses depend on P.P., Spd. and P.S.

Breeding Modifications (Optional):

Glide. The insect's wings can be extended for gliding through the air. Can fly at up to 35mph (56kmph) for extended periods, to a maximum of 45mph/72kmph (limited by P.E.). Rather clumsy, the grasshopper must save vs P.P. (roll under P.P. on twenty-sided) on every landing. *Failure* means the insect tripped and rolled, possibly on top of the rider. On the other hand, take-off is automatic, just requiring the grasshopper's usual maximum leap. Taking Glide reduces the A.R. to -4, the S.D.C. down to 90, and the P.E. and P.S. down -5 each.

Wolf Spider

These natural predators are mean-tempered and difficult to control, but they make outstanding war mounts. They are always aggressive and eagerly jump to the attack. In fact, their readiness for combat makes them very difficult to master (-6% on pilot skill). When they are hungry (which is any time other than the hour after their daily feeding) they'll try to attack anything moving nearby (usually creatures of Size Levels 8 through 12). Restraining the attack requires a successful roll under the character's Pilot Mutant Insect skill. Unless the victim is in touching range, the rider usually has two or more opportunities to control the attack. Just about every command, including stop, go, and turn, requires skill rolls. Except, of course, for the attack command.

Only characters with the psionic ability Communicate with Mutant Animals are capable of making "friends" with mutant Wolf Spiders (and suffer no pilot skill penalty). The spider's "friend" can approach and mount safely, but should be careful never to startle or sneak up on the spider, since a case of mistaken identity could be fatal. Everyone else runs the risk of being attacked whenever the insect is hungry or bored.

Incidentally, these insects look impressive. Covered in black fur, with eight glittering, black eyes (two large upper ones, and six lower, smaller ones), and eight sharp-pincered legs, they look like the hellish killing machines they really are. This appearance is not comforting to mutant herd insects, and they will panic and flee whenever a Wolf Spider approaches. On the other hand, it's a rare mutant insect that will attack anyone accompanied by a mutant Wolf Spider.

Attributes: P.S.: 10+3D6, P.P.: 5+3D6, P.E.: 10+2D6, Spd: 5+3D6

Size Level: 16

Weight: 550 pounds

Length: 8ft, 6 inches

A.R.: 5 S.D.C.: 115

Hit Points: Equal to P.E.

Natural Weapons: Mouth Spikes (1D8 damage) and Claws (1D6 damage)

Special Abilities:

Paralytic Poison Venom. The Wolf Spider can inject a special poison into an opponent. Victims must Save vs Poison to avoid being paralyzed for 3D6 melee rounds. Injecting the poison requires a successful Bite Attack. No hit point or S.D.C. damage is done by the poison venom, but the bite that delivers the poison does normal damage.

Leap Attack. Can pounce from 16ft (4.8m) away. Adds an additional +2 to strike to any Leap Attack.

Attacks per Melee: 4 Claw or 1 Bite

Bonuses depend on P.P., Spd. and P.S.

Breeding Modifications (Optional):

Spider Web Generation. Can be used for line, to lower things down from heights, or to climb back up. Also useful for binding opponents, and/or herd insects. Can be made either sticky or smooth, and easily attached to any surface. Wolf Spiders are capable of generating up to 1000ft (300m) of web a day, and can "reel" in whatever isn't used up. Taking webbing means reducing the S.D.C. down to 90, and lowering the P.S. and P.E. by -6 each.

NEW! PSIONICS AND DESCRIPTIONS

SUMMON WILLY-WILLY

Range: 500ft

Duration: Special

Saving Throw: Victims must Save to keep balance.

A "Willy-Willy" is a whirlwind, the kind of thing that's called a cyclone or tornado in other parts of the world. This psionic ability allows the character to create a man-sized whirlwind, capable of knocking down creatures, plants, and vehicles.

On the first melee round of its creation the Willy-Willy is relatively weak, capable of moving only 50 pounds (22kg) or so. It can be directed at a specific target or in a general sweep. Even then it can pick up small objects and move them around. It can also be pushed against opponents, forcing them to Save (roll under 10 on twenty-sided, P.S. bonus applies) or be knocked over.

On the second melee round, the creator has the choice of dispelling the Willy-Willy or making it grow. If it grows, it doubles in strength, making it capable of moving 100 pound (45kg) objects. It can also be centered on a person, trapping them inside. Anyone trapped inside must save (under 12 on twenty-sided, P.S. bonus applies) or be caught up and whirled around.

Again, on the third melee round, the creator chooses to either dispel or increase the Willy-Willy. This time it will double in strength again, making it capable of lifting 200 pounds (90kg). Now it can affect an area up to 20 feet (6.1m) in diameter, causing everyone to Save to

avoid the knockdown. Anyone caught inside must Save or they'll be whirled up and off the ground.

In the fourth melee round, the creator can continue to control the Willy-Willy as it grows (double to 400 pound capacity), or *fight it to make it dispel*. The area affected is now 30 feet in diameter (9.1m). Anyone in range must Save against knockdown. Anyone inside will have to attempt to Save to avoid being whirled around. If someone inside is already whirling around (they failed a roll previously), they'll start rising up off the ground, at a rate of 20 feet (6.1m) per melee round. Dispel the Willy-Willy, which can only be done by its creator, requires a roll to Save vs. Psionic Attack (15 or higher on twenty-sided, M.E. bonus applies).

The fifth melee round is a repeat of the fourth, with the Willy-Willy growing to handle 800 pound objects (360kg). It now covers a 40 foot diameter (12.2m). Anyone inside and flying around will fly up another 40 feet (12.2m) into the air. Once again, the character will have to Save vs Psionics to dispel the Willy-Willy.

On the 6th melee round, the creator will *lose* control of the Willy-Willy. The game master must then roll percentile to see if the conditions happen to be right for the Willy-Willy to grow. If the roll is 1-60, the Willy-Willy will just fade away. On the other hand, if the result is 61-00, then the Willy-Willy will keep growing, eventually building into a tremendous, destructive whirlwind. Its direction and fury can no longer be controlled, and it may continue for days (roll 2D4 x 10 hours), ripping up whatever lays in its path, generating rainstorms or sandstorms, depending on the terrain.

Once dispelled, anyone who was caught inside the Willy-Willy will be released. If still on the ground, they'll have to Roll with Fall, or take 1D6 damage. If up in the air, they'll take normal falling damage, reducing the damage if they manage to Roll with Fall.

Summon Willy-Willy is only effective in Australia. And even then, only on dry land, not in the air or over water. It simply will not work anywhere else. **Cost:** 15 BIO-E.

COMMUNICATE WITH MUTANT INSECTS

Range: 150ft

Duration: Unlimited

Saving Throw: None

Gives a character the ability to communicate, or share, general feelings and emotions. It works both ways, sending the feelings of the character to the mutant bug, and getting a general feeling back. This does not give the character any controlling power, or the ability to command the mutant insect. There is no saving throw because it is not an attack, only an attempt to communicate. A hungry, attacking insect will probably continue to attack, and a frightened, fleeing insect will continue to run away. **Cost:** 5 BIO-E.

THE MABARN — Sorcerers of the Aborigine

Among the Australian Aborigines, the *Mabarn* are good Sorcerers who act as healers and spiritual advisors. Their power comes from magical crystals that they carry in their bellies. These crystals, also called Mabarn, can be drawn from the body and inserted back into the body. Mutant animals have duplicated the effects of the Mabarn's magical crystals with the following psionic ability. It is available *only* to mutant animals who are *Aboriginal Hunters* or *Aboriginal Insect Herders*.

BIO-MANIPULATION:

CREATE CRYSTAL-SELF

Range: Self

Duration: Special

Saving Throw: According to Crystal

Cost: 35 BIO-E

This ability allows the character to *form* Mabarn Crystals out of his

own flesh. They must be formed with the Hit Points of the character's own body. Each hit point gives the crystal one Hit Point. While the hit points are in crystals, they are not in the character's body, so the character is that much more vulnerable if attacked.

Removing a crystal from the body takes one melee round for each hit point used. Absorbing a crystal back into the body is automatic, and takes just a single melee action. However, a character cannot reabsorb a crystal if his hit points are down to zero, or if he is in a coma.

All Mabarn crystals are small, about two inches long, and cylindrical, about the thickness of a pencil. Usually they are clear and faceted, very similar to quartz. To any other observer they seem perfectly ordinary, but any Mabarn Sorcerer can instantly identify the type, power, and the owner of any Crystal.

The hit points are temporarily stored in the crystal. While stored in the crystal, those hit points are temporarily lost to its creator making him/her physically weaker. When a crystal is broken (no hit points), the creator can then "grow" them back normally. Likewise, a crystal can be reabsorbed by its creator at any time, restoring those hit points, but dissolving the crystal.

There is, however, one exception to this rule. If another Mabarn, or some other psychically (or magically) talented person possesses the crystal, they may *force* the hit points to stay in the crystal. If this happens, the creator of the crystal will never be able to recover the lost hit points without recovering or destroying the lost crystal. Enemy Mabarn do this by inserting the crystal into their own bodies. This is an evil act, something that would never be done by anyone of a good alignment, but it allows a thieving Mabarn to use the crystal for his own purposes.

For example, an enemy Mabarn can steal the crystal of a rival and put it in his own body. The rival will then have no way of recovering the hit points lost in the crystal. On the other hand, the enemy Mabarn can use the hit points of the crystal to make other crystals. However, if the rival ever sees the enemy Mabarn, he'll instantly realize the location of his lost crystal.

Here are the crystals that can be created:

Dreamtime Crystal. Anyone touching this crystal while they sleep will automatically have a dreamtime experience. This means the character will visit the dreamtime and may have a conversation with one of the dreamtime spirits. **Costs** 1 Hit Point to create.

Exorcism Crystal. By breaking the crystal in an area, all supernatural creatures (Aboriginal spirits, but also things like vampires, zombies and the animated dead) will be instantly repelled. Covers an area of up to 60ft (18.3) away from where the crystal was broken. Each creature must Save or be forced away from the area. The effect lasts for 1D6 days, and affects 2D6 beings per level of the caster. After the crystal is broken, the Sorcerer can heal the lost hit points back normally just as he would a cut or bruise. **Costs** 4 Hit Points to create one crystal.

Expel Crystal. Each Expel Crystal must be made with a particular person or creature in mind. In other words, you can't make an Expel Crystal that works against, say, mutant kangaroos. They must be created for a specific creature, say, "Tommy-Roger the mutant kangaroo." In order to make the crystal, the sorcerer must know the object personally, or, in the case of supernatural spirits, must have had a dreamtime vision of the creature. The subject of the Expel Crystal must Save vs. Pain (10 or less on twenty-sided, P.E. bonus applies) in order to approach within 10ft (3m) of the person holding the crystal. Coming into contact with the crystal will cause it to shatter, causing the victim 2D6 points of damage and forcing another Save vs Pain. The sorcerer can then heal the hit points back normally. **Costs** 2 Hit Points to create.

Healing Crystal. Unlike other Mabarn crystals, Healing Crystals are actually consumed as they are used. By inserting the crystal into a hurt character, 1D6 hit points or 1D8 S.D.C. are healed. The crystal

must be inserted by the sorcerer who creates it! The crystal only heals others and does *not* work on the Mabarn who creates the crystal, since the crystal will simply be reabsorbed. Each Healing Crystal **costs** 1 Hit Point to create. Once the crystal is used, the sorcerer will heal as normal.

Neutralize Poison Crystal. The Mabarn uses the crystal to "draw out" any poisons or toxins from an afflicted character. Each time the Poison Crystal is used, the *Sorcerer* must Save vs Poison (with P.E. bonus). If the Save is successful, then the victim is cured. If the Save fails, the victim is still cured, but the crystal is shattered and the Sorcerer must heal back the lost hit points normally. **Costs** 4 Hit Points to create.

Psychic Sense Crystal. Just touching this crystal allows a character to sense any *invisible or supernatural creatures* within 120ft (36.6m). Detects any corporeal or noncorporeal entity. Also works like the psionic power See Aura, so that the user can evaluate the alignment, estimated level of power, type of creature, and physical condition. Can be used by characters other than the creating sorcerer, but they must have the Dreamtime Doctrine skill, and their range will be limited to 40ft (12.2m). **Costs** 6 Hit Points to create. If broken/destroyed, the sorcerer must heal back the hit points normally.

Psychic Protection Crystal. Can be used by the Sorcerer, or anyone touching the crystal. Any psionic attacks are automatically blocked by the crystal (as with a Mind Block). Also works against Telepathic Transmission, making conversation with certain psionic characters difficult. Every time the Psychic Protection Crystal blocks an actual psionic attack (Bio-Manipulation, Hypnotic Suggestion, Mind Trap), the crystal must Save vs Psionics (10 or better on twenty-sided, with the Sorcerer's M.E. bonus added in). If the Save is successful, then the psionic attack fails. If the Save fails, the psionic attack still fails, but the crystal is shattered, and the Sorcerer must grow back the lost hit points naturally. **Costs** 8 Hit Points to create.

Soothe Pain Crystal. Instantly negates any physical pain that a character may be feeling. Will last as long as the patient continues to touch the crystal. **Costs** 4 Hit Points to create. If broken, the sorcerer must heal back the hit points normally.

X-Ray Lens Crystal. See the internal organs of any creature clearly. Using this crystal as a lens, the Mabarn can look inside of any creature (6ft/1.8m maximum range). Physical damage and the effects of disease will be readily apparent. Works only for the sorcerer who creates it. It can *not* be used to see through walls or any non-living substances. **Costs** 4 Hit Points to create. If broken, the sorcerer must heal back the hit points naturally.

Note: All crystals are very delicate and are destroyed if they suffer one point of damage.

Animal Descriptions

MACROPODS is a term that applies to all creatures that stand on their hind legs while balancing on their tails. So Macropods include all *Kangaroos*, *Wallabies*, and many of their smaller *cousins*. Most Macropods breed once a year and carry their young in *pouches* that face forward.

Although there are dozens of separate species, in this book we'll group all the various Macropods into the following categories, from largest to smallest.

Size Level 8 Macropod

Kangaroo: The largest of the Macropods, the most common varieties being the *Red Kangaroos* and *Grey Kangaroos*. A social Macropod that lives in herds.

Size Level 7 Macropod

Wallaroo: The next size down, and very similar to their larger cousins. A Forest Macropod.

Size Level 5 Macropod

Tree Kangaroo: The only Arboreal, that is, tree-dwelling, Macropod, and the only Macropod with forelimbs longer than their legs.

Size Level 4 Macropod

Rock Wallaby: The closest thing to a mountain Macropod. Although there are a lot of different varieties, the description listed here is closest to describing the Rock Wallabies.

Size Level 3 Macropod

Pandemelon: Small Wallaby, less than three feet tall. Lives like a rabbit in grasslands and burrows.

Size Level 2 Macropod

Rat Kangaroo: Tiny desert creatures that look like a cross between kangaroos and mice. Virtually identical in function and appearance to the Kangaroo Rats of the American Southwest.

CASSOWARY (Bird)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Impressive bird with long, hairlike quills that protect it from underbrush. Three-toed, sharp-clawed feet. Bright blue neck, bright red wattles, and a horny casque (works like a protective horn on the top of the head). Large beak and ear holes.

Size Level: 8

Length: to 5 feet tall

Weight: to 120 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 35

Attribute Bonuses:

P.S.: +2

P.E.: +4

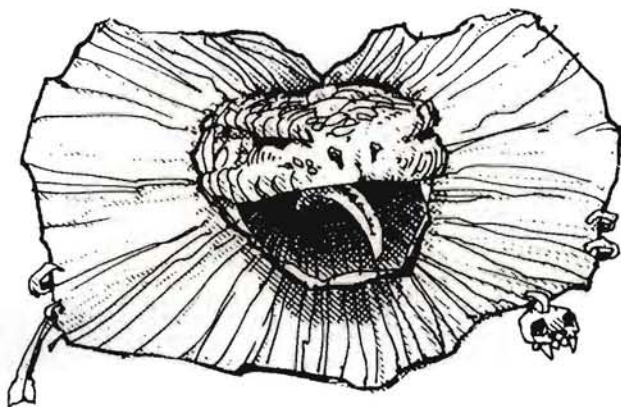
HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** An outlandish head, with bright red wattles (those are the things that hang down from a rooster's or turkey's neck), a bright blue neck and a horn-like cap on top. Other head features include a large, dark beak pierced by two large nose holes, large eyes and ear holes. The body is thick and hunchbacked. Legs are long and muscular, ending in three-toed, sharp-clawed feet.



5 BIO-E for **Partial**. Bright red face and blue neck, with a brown-black, bony beak. Body is thick and hunchbacked, with long, muscular legs and large feet.

10 BIO-E for **Full**. Character's face is always flushed/ bright red, with the rest of the body being covered with bluish skin. Large features, thick, muscular body, and oversized feet.

Natural Weapons: 5 BIO-E for 1D8 Talons

Powers:

5 BIO-E for Light Armor: A.R.:10, S.D.C.: +20. Regardless of Looks, the character will be covered with dense black feathers.

5 BIO-E for Horn Casque that does 1D6 damage in "head butting" attacks. Also acts as a natural helmet that protects the head, with A.R.:14 and S.D.C.: +15.

EMU (Galaya)(Bird)

ORIGINAL ANIMAL CHARACTERISTICS

Description: The world's second largest bird after the ostrich. *Flightless*, they live in small groups, constantly migrating across Australia.

Their double feathers are more like hairs than real feathers.

Size Level: 8

Height: to 6 feet tall

Weight: to 120 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 35

Attribute Bonuses:

P.E.: +2

Spd.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**. Orange Eyes on side of head, beak with large nostril holes. Body is round, with long legs ending in taloned feet.

5 BIO-E for **Partial**. Bony face with widely spaced orange eyes. Thick body, covered with long hair-like feathers. Long legs and large feet.

10 BIO-E for **Full**. Large orange eyes, long, pointed nose, and long, stringy hair. Long legs with large feet.

Natural Weapons: 5 BIO-E for 1D8 Talons on feet.

Powers:

15 BIO-E for Heightened Speed. An increase in running speed that allows the mutant Emu to run up to 45 mph for extended periods, and in bursts of speeds up to 60 mph (limited by P.E.). This power also gives +3 to Strike, +3 to Dodge, and +2 to Damage for each 20mph of Speed.

KOOKABURRA (Bird)

ORIGINAL ANIMAL CHARACTERISTICS

Description: The kookaburra is a member of the kingfisher family, although they'll eat almost anything. When excited, they send out a noisy, laugh-like call.

Size Level: 1

Length: to 18 inches

Weight: under one pound

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.A.: +1

P.P.: +3

Spd.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with human hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**. It has a stocky body, a large head and a short neck.

Large beak, as long as the rest of the head, tilted slightly upward. Mostly white with blue-grey wings and brown-grey markings.

5 BIO-E for **Partial**. Large rounded head with a long beak. Thick covering of feathers in bright white and blue. Round body with short, skinny legs.

10 BIO-E for **Full**. Sharp-nosed, with round eyes, a rounded head and body. A thick matting of fine feathers (in place of hair) covers the head and body; mostly white, but with bluish growth on the arms and/or wings.

Natural Weapons: 5 BIO-E for 1D6 Beak

Powers:

5 BIO-E for Advanced Vision

10 BIO-E for Glide

20 BIO-E for Flight

BANDICOOT

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Rabbit-Eared Bandicoot, sometimes called a "bilby," looks like a cross between a rabbit and a rat. They are actually possum-like creatures that live on insects and small animals, as well as vegetables. They come in long and short nosed varieties, with a total of at least 17 different species. They burrow like rabbits.

Size Level: 2

Length: to 22 inches

Weight: to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None**. Long head, tapering down to a long nose at the end of the snout. Huge rabbit ears. Long, silky hair, and a bristly tail.

5 BIO-E for **Partial**. Narrow snout with long nose. Large ears at top of head. Fur covered body with thin arms and legs.

10 BIO-E for **Full**. A long, pointy nose and large pointy ears. Body will be well muscled, with a slim upper body and somewhat larger hips.

Natural Weapons: 5 BIO-E for 1D6 Claws

Powers:

10 BIO-E for Digging

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

CUSCUS

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Cuscus is the closest thing to a monkey among the marsupial animals. Lives in trees and eats leaves, fruit and any small animals or insects that happen by.

Size Level: 4

Length: Body to 24 inches, tail to 20 inches

Weight: to 16 pounds



Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

P.P.: +3

P.E.: +4

HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: Partial Automatic
5 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None. Fur in colors from pure white to cream, to tan, to red-brown. Females have no markings, but males always come with red or brown splotches. Long, naked tail that easily coils up like a spring. The face is dominated by large round eyes (with cat-like vertical slit), and a wrinkled, fleshy nose. No visible ears. Body is sleek and smooth.

5 BIO-E for **Partial**. Round head with protruding nose and large, luminous eyes. Long, muscular body with short arms and legs. Short, naked tail.

10 BIO-E for **Full**. Large round eyes, and a face with a strangely wrinkled nose. Males will have heavy freckles all over. Short, thick hair. Powerful build.

Natural Weapons: 5 BIO-E for 1D6 Claws (Climbing)

Powers:

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

10 BIO-E for Prehensile Feet. Use as Partial Hands

5 BIO-E for Prehensile Tail. Use as additional Partial Hand.

DINGO

ORIGINAL ANIMAL CHARACTERISTICS

Description: Native dog that hunts in packs. Aboriginal lore has it that Dingoes are capable of detecting evil spirits or strangers with evil intentions. In modern times, many attempts have been made to exterminate the dingo (hunting and poisoning), none with any real success. Dingo puppies are easily domesticated.

Size Level: 6

Length: to 6 feet (with tail)

Weight: to 65 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 50

Attribute Bonuses:

I.Q.: +2

M.E.: +3

M.A.: +3

P.P.: +2

P.S.: +1

P.E.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full



Looks: None. Full snout, point ears on top of head, clawed hands and feet, and long tail. Dingoes are uniformly colored, with either yellow, cream or white fur.

5 BIO-E for **Partial.** Prominent snout, pointed ears, fur, and powerful, muscular build.

10 BIO-E for **Full.** Slightly pointed ears, large features, thick blond hair and beard, and powerful build.

Natural Weapons: 5 BIO-E for 1D6 Teeth
5 BIO-E for 1D4 Claws

Powers:

5 BIO-E for Advanced Smell



FRILLED LIZARD

ORIGINAL ANIMAL CHARACTERISTICS

Description: When confronted by a threat, the Frilled Lizard opens its mouth wide, hisses violently, and pops up an umbrella-like frill of skin from around its neck. This gives the creature the appearance that it's of much greater size, not to mention ferocity, than it actually is.

Size Level: 3

Length: To 26 inches, with tail of to 17 inches

Weight: to 10 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.A.: +2

Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. Long, skinny body with tail of equal length. Wedgeshaped head with protruding eyes. Character has a "cape" of

loose skin around the shoulders that can be extended, like an umbrella, into a huge, rigid collar.

5 BIO-E for **Partial.** Loose wrinkled skin, covered with scales. Body is long and thin, with skinny arms and legs. Short tail, large head and eyes.

10 BIO-E for **Full.** Bald, with loose skin hanging all over the body. Slender build, with extremely long fingers and toes.

Natural Weapons: 5 BIO-E for 1D4 Claws

Powers:

15 BIO-E for Light Natural Body Armor; A.R.: 8 and S.D.C.: +20

10 BIO-E for Heightened Speed. This is an increase in running speed that lets the character run at up to 30mph for extended periods, and in bursts of speed up to 45mph (limited by P.E.). +2 to Strike, +4 to Dodge.

GOANNA

ORIGINAL ANIMAL CHARACTERISTICS

Description: Large reptiles found all over Australia. They eat rodents, rabbits, insects and especially birds. They are well camouflaged, coming in colors and patterns that blend in well with their environment.

Size Level: 5

Length: to 6 feet

Weight: to 50 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.S.: +3

P.P.: +1

P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. Round, tubular body, with sharp spines running along the back. Large head with huge mouth and jaw. Long, fat tail. Covered in scales.

5 BIO-E for **Partial.** Round body, short arms and legs, and shiny scales in place of hair.

10 BIO-E for **Full.** Bald, with large features, widely spaced eyes, and no ears (just ear holes). Body is long and lean, with corded muscles visible in the arms and legs.

Natural Weapons: 5 BIO-E for 1D6 Claws (climbing)

10 BIO-E for 2D6 Whipsaw Tail, Use as an extra Hand to Hand attack per melee round. The top of the tail is covered with a razor-sharp serration, like the blade of a steak knife.

Powers:

15 BIO-E for Light Natural Body Armor; A.R.: 9 and S.D.C.: +25

30 BIO-E for Medium Natural Body Armor; A.R.: 12 and S.D.C.: +40

GREATER GLIDER and SUGAR-GLIDER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Like flying squirrels, these arboreal possums (marsupials) use furry membranes for gliding from tree branch to tree branch. They also have Prehensile Tails they can use for carrying things while in flight. The Greater, or Dusky, Glider, with its huge ventral membrane fully extended, actually looks like a parachute.

Size Level: 1

Length: Body to 18 inches, Tail to 21 inches

Weight: under 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.P.: +1

Spd.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Short head, tapering into a small nose. Large, widely spaced, dark eyes and rounded ears. Brown or grey fur with white fur underneath. Muscular body with a band of loose skin along each side, from armpit to ankle.

5 BIO-E for **Partial.** Triangular head, with ears on top, and ending in a small muzzle. Body is lean and muscular, with loose skin flap from armpit to ankle on each side.

10 BIO-E for **Full.** Small nose and mouth, with large round ears and big dark eyes. Lean body, but with some loose skin under the armpits and along the sides.

Natural Weapons: 5 BIO-E for 1D4 Claws (Climbing)

Powers:

10 BIO-E for Glide

10 BIO-E for Prehensile Tail. Use as Partial Hand.

HONEY POSSUM

ORIGINAL ANIMAL CHARACTERISTICS

Description: This tiny marsupial so is specialized that it feeds exclusively on the nectar from flowers. Like a miniature acrobat, the honey possum dangles upside down from its prehensile tail, gripping the flower, and extending a long tongue (a full third of the length of the body) deep into the nectar.

Size Level: 1

Length: Body to 3 inches, Tail to 4 inches

Weight: Less than 1 pound

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Enormous eyes dominate the face of the creature. A long, narrow snout contains the long tongue. Body is round and compact, ending in a long, skinny tail.

5 BIO-E for **Partial.** Round head with huge eyes and rounded ears. Round, thick body, short arms and legs, and short tail.

10 BIO-E for **Full.** Very large, luminous eyes, and tiny features that make the character look incredibly innocent, like the big-eyed children in some paintings. Body is tubby and round, with strong arms and legs.

Natural Weapons: 5 BIO-E for 1D4 Claws (Climbing)

Powers:

5 BIO-E for Nightvision (60ft)

5 BIO-E for Advanced Smell

10 BIO-E for Prehensile Tail. Use as Partial Hand. Note that it will be

about one third longer than the character's height.

5 BIO-E for Prehensile Tongue. Use as Partial Hand.



KANGAROO

ORIGINAL ANIMAL CHARACTERISTICS

Description: This Grazing animal relies on speed and leaping abilities to escape predators. Tail is used for support, as a handy "chair" and for balance in combat. Kangaroos fight by kicking out with the hind legs while propped up on the thick tail. Or, they move out into the water where they grab their attackers and hold them under to drown them. The most common Kangaroos are the taller Red Kangaroo, and the heavier Grey Kangaroo. All Kangaroos have the ability to go without water for long periods of time.

Size Level: 8

Height: to 6 feet tall

Weight: to 150 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 30

Attribute Bonuses:

I.Q.: +1

M.A.: +1

P.S.: +2

Spd.: +3

HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Head with Muzzle, topped with donkey-like ears. The Upper body is slim with narrow arms and shoulders. Legs are very large, with huge feet almost as long as the legs. Thick, muscular tail, even longer than the legs.

5 BIO-E for **Partial.** Snouted head, with ears on top. Narrow shoulders, wide hips, and huge feet. Thick tail that reaches all the way to the floor.

10 BIO-E for **Full.** Large nose, large ears and widely spaced eyes. Legs tend to be long, with outrageously large feet.

Natural Weapons: 5 BIO-E for 1D6 Hand Claws
5 BIO-E for 1D10 Foot Claws. In this case, the middle toe will have a large protruding claw that can be used in kick attacks.

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

15 BIO-E for Advanced Hopping Ability. A "rubber band" muscle in the Kangaroo's legs allows for incredible leaping abilities and efficient long-distance travel at high speeds. The mutant Kangaroo can hop along at 35 mph for hours without getting tired. Speeding up to a maximum of 60 mph is possible, but the time is limited by the character's P.E. Triple normal distance for leaps and jumps. +4 to Dodge while Hopping, +6 to Damage from Leap and Jump Attacks only.



KOALA

ORIGINAL ANIMAL CHARACTERISTICS

Description: Three varieties: Queensland (thin fur, lighter color), New South Wales (dark grey coat), and Victoria (thick and shaggy, darker fur, and larger). The Koala is the only animal able to eat Eucalyptus leaves (which are mostly poisonous); it has a specialized section of its intestine filled with symbiotic bacteria. A Koala in a bad mood will start making a loud 'ticking' sound.

Size Level: 5

Length: to 3 feet

Weight: to 30 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 50

Attribute Bonuses:

P.S.: +2

P.P.: +1

P.E.: +2

HUMAN FEATURES

Hands: Partial Automatic, with two thumbs and three fingers on each hand.

5 BIO-E for Full; two thumbs and three fingers on each hand.

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Round head with large, soft nose, and huge rounded ears on top. Body is round and somewhat flabby, with a thick arms and legs. Completely covered with thick, insulating fur.

5 BIO-E for **Partial.** Round head with large nose and ears. Thick fur. Heavy body and large arms and legs.

10 BIO-E for **Full.** Chinless face with large nose and ears. Body is well muscled and stocky.

Natural Weapons: 5 BIO-E for 1D6 Claws (Climbing)

Powers:

10 BIO-E for Advanced Toxin Resistance. A mutant Koala can digest foods with a virtual immunity to any poisons. In other words, the character can eat or drink just about anything without ill effects. A side effect to this power is the character prefers to eat only eucalyptus leaves.

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Prehensile Feet. Use as Partial Hands

KOMODO DRAGON

ORIGINAL ANIMAL CHARACTERISTICS

Description: Includes both Komodo Dragons, found on several Pacific islands, and Gould's Monitors, found in Australia. These are predatory reptiles, similar to extinct dinosaurs, but with snake-like forked tongues. They are the world's largest surviving land reptiles.



Size Level: 13
Length: to 10 feet long
Weight: to 350 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 20

Attribute Bonuses:

P.S.: +2
P.P.: +2
P.E.: +2
Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Wide-snouted head with massive jaw. Wide, scaled body, with powerful arms and legs, and a long, thick tail.

5 BIO-E for **Partial.** Definite snout, no external ears, scales, and a wide, powerful body.

10 BIO-E for **Full.** Dark skinned and bald, with large jaw and wide features. Heavy, muscled body and limbs.

Natural Weapons: 5 BIO-E for 1D8 Claws
5 BIO-E for 1D10 Teeth

Powers:

10 BIO-E for Light Natural Body Armor; A.R.: 6 and S.D.C.: +20
20 BIO-E for Medium Natural Body Armor; A.R.: 8 and S.D.C.: +30
30 BIO-E for Heavy Natural Body Armor; A.R.: 10 and S.D.C.: +40

MARSUPIAL MOLE

ORIGINAL ANIMAL CHARACTERISTICS

Description: A marsupial mole that, unlike placental moles, has completely lost its eyes. They travel constantly through the earth (leaving no tunnels), continuously searching for food. The Marsupial Mole's entire body, from its smooth, metallic coat and shovel-like hands to its ram-prow nose, is designed for underground travel.

Size Level: 2

Length: to 6 inches

Weight: to 2 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

P.S.: +6

HUMAN FEATURES

Eyes (Special!): **Marsupial Moles, have no eyes.** So, unless they are modified with BIO-E, they will be completely blind. Here are the choices:

None. The character is blind, but has Advanced Hearing and Advanced Smell *automatically*. This allows the character to function close to normally, even in hand-to-hand combat within a limited range (25ft). Of course, being blind, the character can not read or actually see objects/people. Blindness Penalties: -20% on all skills, -2 to strike, parry and dodge, -2 on initiative. Reduce speed by half.

10 BIO-E for **Full Human Sight.** Provides for normal human vision, including being able to see colors and in depth.

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** The body tapers all the way down to a neckless head and continues tapering to its hard, round nose. The arms are short and powerful, and, like the legs, are held close to the body. Covered in shiny fur except for the nose, fingers and toenails, and a stubby, naked tail.

5 BIO-E for **Partial.** Thick, furry body, with short arms and legs. Head is bullet shaped, with a hard nose and tiny features.

10 BIO-E for **Full.** Rounded head, thick neck, and tiny features. Body is round, with short arms and legs.

Natural Weapons: 5 BIO-E for 1D8 Claws

Powers:

10 BIO-E for Digging

5 BIO-E for Advanced Smell

20 BIO-E for Increased Metabolic Rate. This power adds +4 to Strike, +4 to Parry/Dodge, +3 to Damage, and adds one Attack Per Melee. Combined with the Digging ability, this doubles the character's normal rate of travel while digging through the earth. **NOTE:** This high/metabolic rate must be supported with frequent naps and constant eating. The character will have to consume more than his/her own weight in concentrated protein (meat!) every day. The character will also be extremely hyper, in constant motion.

MULGARA

ORIGINAL ANIMAL CHARACTERISTICS

Description: Uniquely equipped to handle desert conditions, the marsupial Mulgara can go through its entire life without a drink.

Size Level: 2

Length: Body to 8.5 inches, tail to 5 inches.

Weight: to 2 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.E.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Muzzled head with pointed nose, widely spaced eyes, large round ears on top of head, long bushy tail, and thick body.

5 BIO-E for **Partial.** Slightly muzzled head, round ears on top of head, thick neck and body, short tail.

10 BIO-E for **Full.** Sharp nose and protruding ears. Bristly hair and rounded body.

Natural Weapons: 5 BIO-E for 1D4 Claws

Powers:

10 BIO-E for Digging

10 BIO-E for Recycling Kidneys. Gives the character the ability to live indefinitely without water or other liquids. Can survive simply by eating normally. Can survive without food or water for up to two weeks. It has specialized kidneys that retain almost all the water in the creature's system. It never drinks, gaining all its fluids from its prey/food.

NATIVE CAT or TIGER CAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Talk about a deceptive name! The Native Cat isn't a cat at all, it's a marsupial related to possums and the Tasmanian Devil. It doesn't even look like a cat, more like a fat weasel. Its other name, the Tiger Cat, is just as deceptive, since it doesn't have stripes, it has random white spots. A common predator, it signals surprise by blowing hissing noises out of its nose.

Size Level: 3

Length: to 30 inches long

Weight: to 7 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.E.: +1

P.P.: +2

P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Its head is more weasel-like than cat-like. Brown fur with small white spots of different sizes and shapes. Seems to slant down to the ground in the front since its forelegs are shorter than its hind legs.

5 BIO-E for **Partial.** Pointed muzzle with a pink nose. Furry body, covered with brown fur and white spots of varying sizes. Short furry tail.

10 BIO-E for **Full.** Sharp features, with pointed nose and ears. Powerful body, with dark skin and white splotches.

Natural Weapons: 5 BIO-E for 1D6 Claws (Climbing)
5 BIO-E for 1D8 Teeth

Powers:

5 BIO-E for Nightvision (40ft)

5 BIO-E for Advanced Smell

NUMBAT or BANDED ANTEATER

ORIGINAL ANIMAL CHARACTERISTICS

Description: This is a marsupial anteater, adapted to feeding on insects with its long, sticky tongue. It's marked like a raccoon, with white and black stripes along the back.

Size Level: 3

Length: To 16 inches; body to 10.75 inches, tail to 6.75 inches

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Very brightly colored head with a mask like a raccoon's, long and tapering to a point at the nose. Body is covered with reddish fur, with white stripes across its back. Long, bristly tail. Has a flattened rump like a lizard.

5 BIO-E for **Partial.** Long, lean body, with short arms and long legs. The head is a long muzzle with pointed ears on top. Striped fur.

10 BIO-E for **Full.** Pointed features, including a long, sharp nose and pointed ears. Slim body with muscular limbs.

Natural Weapons: None

Powers:

5 BIO-E for Prehensile Tongue. Use as Partial Hand

10 BIO-E for Digging

PANDEMELON or QUOKKA

ORIGINAL ANIMAL CHARACTERISTICS

Description: A tiny Wallaby, the size and shape of a rabbit, that eats grass and leaves, and lives in mazes of thick scrub. Stocky and similar to wallaby, they are good desert survivors and intelligent enough to adapt to human dumps. This tiny Macropod can scent fresh water up to 2 miles away. Hunted by man for their pelts, which are used to make carpets.

Size Level: 3

Length: Body to 31 inches, tail to 18 inches.

Weight: to 10 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.A.: +1

P.P.: +1

Spd.: +3

HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: Full Automatic
5 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Fat body, long tail, rabbit-like legs, short arms, dog-shaped head, and covered with brownish fur. Long, hairy tail.

5 BIO-E for **Partial.** Snouted head with ears on top. Thick body, with stubby tail.

10 BIO-E for **Full.** Face will have a naturally sleepy expression, with large ears. Chubby body, with thick legs and heavy hips.

Natural Weapons: None

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Nightvision (40ft)

15 BIO-E Advanced Hopping Ability. A "rubber band" muscle in the Wallaby's legs allows for incredible leaping abilities and efficient long-distance travel at high speeds. The mutant Quokka can hop along at full speed (see Spd.) for hours without getting tired. Speeding up to a maximum of 45 mph is possible, but the time is limited by the character's P.E. Double normal distance for leaps and jumps. +3 to Dodge while Hopping, +3 to Damage from Leap and Jump Attacks.

PLATYPUS (Allertil or Torrongil)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Beyond a doubt, the Platypus is the weirdest looking creature in the entire animal kingdom. It has a flexible duck's bill, webbed feet, a beaver-like tail and glossy fur. It is a mammal, yet it lays eggs and secretes poison. It lives in tunnels that lead directly into the water where it feeds on aquatic insects, frogs, small fish and worms.

Size Level: 2

Length: to 25 inches (with tail)

Weight: to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full



PLATYPUS

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Head is covered with glossy fur and features a large, flexible duck's bill. Thick, rounded body, with tiny arms and legs on the sides, and each limb tipped with webbed hands or feet. Beaver-like tail, but covered with long hair.

5 BIO-E for **Partial.** Snout is large and leathery, tiny eyes, and almost no neck. Fat, rounded body, covered with fur. Paddle-like tail.

10 BIO-E for **Full.** Nose and mouth are dark and leathery. Arms and legs are short, with long fingers and toes. Thick body hair, with dark shades on the back and light shades on the chin, chest and belly.

Natural Weapons: 5 BIO-E for 1D6 Claws

Powers:

10 BIO-E for Digging

20 BIO-E for Tunnelling

5 BIO-E for Hold Breath

20 BIO-E for Poison Spurs. A special poison spike on each ankle is capable of injecting an intensely painful *and* damaging substance into an opponent. Victims must Save vs Pain (on P.E.) to avoid being paralyzed (lasts for 2D6 melee rounds). Small victims (Size Level 3 or less) must Save vs Poison to avoid fatal convulsions from this poison. If the poison is injected, (during any successful kick strike) it does 1D10 damage directly to the victim's hit points; this poison damage is inflicted even if the character saves against paralysis. Injecting the poison requires a successful *Kick Attack only*. The damage from the spur's poison is in addition to any normal damage inflicted by the kick.

Note: Injecting an opponent more than once in a single day, by the *same* mutant animal, does *no* additional damage. A poison attack by a "different" platypus *will* have full affect; roll vs pain and paralyze.

10 BIO-E for Electrical Field Sensitivity. The character must have Human Looks None and will have the typical Platypus bill. Although very short-range, less than 2 feet, this sense allows the character to accurately "see" the shapes of objects. It's also useful for measuring the strength and direction of electric current.

POSSUM or PHALANGER

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are dozens of varieties of possum in Australia, ranging from the tiny (5 inch) Dormouse Phalanger to larger types, like the (3ft long) Brush-Tail Possum. There's even a Striped Phalanger that's marked like a skunk, and even gives off a repulsive stink.

Size Level: 3

Length: Body to 14 inches, tail to 9 inches

Weight: to 8 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses: None

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Long, triangular head, and mouth filled with tiny sharp teeth. Large, upright ears on top of head. Thick fur covering a wide body. Short limbs and a long tail.

5 BIO-E for **Partial.** Thick, fur-covered body with tail. Snout with prominent nose. Upright ears at top of head.

10 BIO-E for **Full.** Large ears, buck teeth with an overbite, and a heavy growth of hair. Well built, with delicate, agile hands and feet.

Natural Weapons: 5 BIO-E for 1D4 Claws (Climbing)

Powers:

5 BIO-E for Nightvision (30ft)

5 BIO-E for Prehensile Tail. Use as Partial Hand.

10 BIO-E for Prehensile Feet. Use as Partial Hands.

5 BIO-E for Advanced Smell

RAT KANGAROOS and BETTONGS (Potoroo)

ORIGINAL ANIMAL CHARACTERISTICS

Description: The Long-Nosed Rat Kangaroo (or Potoroo) is one of many species of tiny macropods. Bettongs, with slightly different markings, have the same attributes. Unlike other macropods, the Rat Kangaroos do not hop; instead, they run on all four legs when in a hurry. Common in Tasmania.

Size Level: 2

Length: Body to 16 inches, tail to 10 inches.

Weight: to 4 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses: None

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Rat-like face, but with exceptionally long nose and snout. Thick, rounded body, with short legs and arms. Long, hairy tail.

5 BIO-E for **Partial.** Long muzzled head with protruding nose. Thick neck and body, short legs and arms. Short tail.

10 BIO-E for **Full.** Very long protruding nose, thick grey hair and beard, and slightly rounded black eyes.



Natural Weapons: None

Powers:

- 5 BIO-E for Prehensile Tail. Use as Partial Hand
- 5 BIO-E for Advanced Smell
- 5 BIO-E for Advanced Hearing
- 5 BIO-E for Nightvision (50ft)

ROCK-WALLABY

ORIGINAL ANIMAL CHARACTERISTICS

Description: Like mountain goats, Rock-Wallabies are capable of maintaining their footing on tiny rock ledges and almost vertical cliff faces. Incredibly agile, they easily jump across gaps and can "walk" straight up tree trunks.

Size Level: 4

Length: Body to 32 inches, tail to 28 inches.

Weight: to 20 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 50

Attribute Bonuses:

P.P.: +5

Spd.: +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. The head is flat and stocky, with long, pointed ears and a large nose. Covered with pretty, richly colored fur. Muscular body with thick and hard-muscled legs. Long tail marked by rings of contrasting fur.

5 BIO-E for **Partial**. Wide head with large-nosed snout and long ears. Thick, muscular body, with short, powerful limbs. Short tail.

10 BIO-E for **Full**. Tends to have a large head, including a prominent nose. Body will be very stocky, looking fat, but actually very well muscled. Very large feet.

Natural Weapons: None

Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Non-Skid Palms. The pads of the hands and feet are covered with a granular skin that can be used to grip smooth surfaces. Character is stable even on smooth surfaces made of glass, stone or metal. Add +15% to climbing skill and +20% to maintain balance.

10 BIO-E Advanced Hopping Ability. A "rubber band" muscle in the Wallaroo's legs allows for incredible leaping abilities and efficient long-distance travel at high speeds. The mutant Wallaby can hop along at full speed (see Spd.) for hours without getting tired. Double normal distance for leaps and jumps. +3 to Dodge while Hopping, +3 to Damage from Leap and Jump Attacks only.

SNAKE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Snakes have evolved into an entirely limbless creature.

With no arms or legs, they have developed long, sinewy bodies that can slither along the ground, or climb up trees with great skill. Poison venom is a common (though not universal) feature of snakes. Among the many Australian varieties of poisonous snakes are the White-Bellied Mangrove Snake (a dark aquatic snake), De Vis's Banded Snake (a cobra with dark yellow and brown stripes), and the Eastern Brown Snake (with bright purple and yellow markings).

Size Level: 4

Length: to 4 feet long

Weight: to 20 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

M.E.: +3

P.S.: +3

P.P.: +2

HUMAN FEATURES

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand).

5 BIO-E for **Partial**. The snake develops a pair of stubby (Partial) hands and short arms just below the head.

10 BIO-E for **Full**. Gives the creature a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a fairly rapid pace, equal to half the character's Spd. Attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section.

10 BIO-E for **Full**. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. Long body, entirely covered with brightly colored, smooth scales. Head is flat and triangular, with a double-hinged jaw, and eyes sunk under bony ridges. Tongue is long and forked.

5 BIO-E for **Partial**. The body is long and sleek. Head is smooth, covered with tiny scales in place of hair.

10 BIO-E for **Full**. Entirely bald, with shiny, smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin.

Jaw is double-hinged, allowing for a huge opening.

Natural Weapons: 5 BIO-E for 1D6 Fangs

Powers:

20 BIO-E for *Paralytic Poison Venom* (must also get Fangs). A hollow track in the two front fangs can inject a special poison into an opponent. This poison causes damage *and* possibly paralysis. Victims must Save vs Poison (on P.E.) to avoid being paralyzed for 3D6 melee rounds. Successful bite attacks where the poison is injected does 1D10 damage directly to the victim's hit points *with no saving throw*. Injecting the poison requires a successful *Bite Attack*. The damage from the poison venom is in addition to any normal damage inflicted by the bite and the initial 1D10. **Note:** Injecting an opponent more than once in a single day, by the same snake does *no* additional damage.

30 BIO-E for *Deadly Poison Venom* (must also get Fangs). This poison causes damage *and* possibly, a fatal coma. Victims must Save vs P.E. to avoid falling into a coma. The roll to save must be made every melee round, *until* the wound is cleaned and flushed, or for *ten full minutes*. Any victim, after falling into coma, must then make a Save vs Poison every fifteen minutes to avoid *fatal* convulsions from this poison. Victims in a coma will be in danger of dying for six hours, or until an *anti-venom* solution is administered. Successful bite attacks do 1D6 damage direct to the victim's hit points *with no saving throw*. Injecting the poison requires a successful *Bite Attack*. The damage from the poison venom is in addition to any normal damage inflicted by the bite. **Note:** Injecting an opponent more than once in a single day, does *no* additional damage. However, the bite from a "different" snake or poisonous creature will have full affect.

15 BIO-E for Light Natural Body Armor.; A.R.: 8 and S.D.C.: +15

30 BIO-E for Medium Natural Body Armor; A.R.: 11 and S.D.C.: +30

10 BIO-E for Advanced Tongue Touch. *Like Advanced Touch*, this ability requires the character to touch things with the tongue. Also includes Advanced Smell.

5 BIO-E for Advanced Taste

5 BIO-E for Infrared Vision (25ft range). Allows the character to "sense" objects according to their temperature, even in total darkness.

25 BIO-E for Accelerated Strike. The ability to dart forward with blinding quickness. +3 to Strike, +6 to Speed.

SPINY ANTEATER or ECHIDNA (Mangarna)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Looks like a little porcupine, but with badger-like digging claws and a long, naked snout, out of which comes a long, sticky tongue (up to 8 inches long). Like its only known relative, the Platypus, the Echidna is an egg-laying mammal. One of the creature's major talents is that of digging, a skill that allows it to burrow straight down and out of sight of predators.

Size Level: 4

Length: to 18 inches

Weight: to 13 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

P.S.: +2

P.E.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Head tapers into a long, narrow, naked snout, at the end of which is a small, slitted mouth, with a long, sticky tongue.

Body is wide and thick, and covered with dense fur. Both the stubby arms and legs splay out to the sides and have toes and fingers that are almost all nail.

5 BIO-E for **Partial.** Head is narrow and tapers to a tiny mouth. Body is very wide and round, with short, thick arms and legs.

10 BIO-E for **Full.** The face looks small compared to the body, with a small nose, tiny eyes, almost invisible ears, but with protruding lips. Feet point outward and the legs are bowed. Thick hair that stands straight up. Very large fingernails and toenails.

Natural Weapons: 5 BIO-E for 1D6 Claws.

Powers:

10 BIO-E for Digging

5 BIO-E for Prehensile Tongue. Use as Partial hand.

15 BIO-E for *Quill Defense*. This is a kind of Natural Body Armor; A.R.:10. A physical attack directed against the Spiny Anteater that rolls 10 or less will result in painful contact with the quills, they in turn do *3D6 damage* (3 points per quill) to the attacker. The Spiny Anteater can also use the spines to attack using a "Body Block" (*4D6 damage*) or with the "back of the arm" (*2D6 damage per blow*). The quills are **NOT** shot out from the body. However, a Spiny Anteater character can use quills as daggers, pulling them out and "throwing or thrusting" them for *1D4 damage*.

20 BIO-E for *Poison Spurs*. A special poison spike on each ankle is capable of injecting an intensely painful *and* damaging substance into an opponent. Victims must Save vs Pain (on P.E.) to avoid being paralyzed for 2D6 melee rounds. Small victims (Size Level 3 or less) must Save vs Poison to avoid fatal convulsions from this poison. Successful kick attacks do 1D10 damage (from poison) directly to the victim's hit points *with no saving throw*. Injecting the poison requires a successful *Kick Attack only*. The damage from the spur's poison is in addition to any normal damage inflicted by the kick. **NOTE:** Injecting an opponent more than once in a single day, by the same attacker, does *no* additional damage.

TASMANIAN DEVIL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Tasmanian devils are the marsupial equivalents of wolves, vicious predators who are capable of attacking prey much larger than themselves. This marsupial carnivore looks like it's mostly made of jaw and teeth.

Size Level: 5

Length: body to 32 inches, tail to 11 inches

Weight: to 26 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

P.S.: +3

P.P.: +2

P.E.: +4

HUMAN FEATURES

Hands: None

5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Huge head with massive muzzle. Strong teeth and powerful jaws, capable of crushing bone. Black fur with white markings, and pale skin. Body is wider at the shoulders and tapers down to the hips. Short limbs and bristly tail.

5 BIO-E for **Partial.** Large head with muzzle filled with teeth. Black fur with white markings. Body thicker at shoulders than at hips. Short, furry tail.

10 BIO-E for **Full**. A weight lifter's build, with oversize shoulders tapering down to narrow hips. Large head with large teeth, covered with black hair and marked by white sideburns.

Natural Weapons: 5 BIO-E for 1D8 Teeth
10 BIO-E for 2D6 Teeth



Powers:

5 BIO-E for Advanced Smell

20 BIO-E for Increased Metabolic Rate. This power adds +2 to Strike, +4 to Parry/Dodge, +2 to Damage, and adds two Attacks/Melee. The character can also Jump or Leap twice as far as usual. **NOTE:** This high metabolic rate must be supported with frequent naps and constant eating. The character will have to consume more than his/her own weight in concentrated protein (meat!) every day. The character will also be extremely hyper, in constant motion.

THORNY DEVIL or MOLOCH

ORIGINAL ANIMAL CHARACTERISTICS

Description: Desert reptile that lives on ants. Covered with spines (or thorns, or spikes, or however you want to describe them), the Moloch is usually colored with patterns of contrasting shades of brown. The creature's bony surface is covered with tiny capillary grooves that funnel the moisture from dew into its mouth.

Size Level: 1

Length: 8.5 inches

Weight: to one pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Round, chunky body, with a covering of hard, bony plates. Sharp geometric pattern of two colors, light brown and dark brown. Eyes are on the side of the head. Short stubby legs and arms, with a tail that tapers to a sharp point.

5 BIO-E for **Partial**. Thick, round body, short arms and legs, with bony plates covering the body. Colored in a bright pattern of tan and dark brown.

10 BIO-E for **Full**. Bald, with hard and glossy skin covering the whole body. Facial features are outlined in dark brown, the rest of the body is colored a pale tan color.

Natural Weapons: 5 BIO-E for Horn Projections on head; butting does 1D6 damage.

5 BIO-E for Hand Spikes that do 1D6 damage.

10 BIO-E for 1D6 Spiked Tail; also provides an additional attack per melee round, a swipe with the tail's spikes.

Powers:

10 BIO-E for *Light Natural Body Armor*. A.R.: 8 and S.D.C.: +15 (NOTE: Can not be taken with Spine Defense.)

20 BIO-E for *Spine Defense*. This is a kind of Natural Body Armour. A.R.: 14 and S.D.C.: +35. A physical attack directed against the thorny lizard that rolls 14 or less will result in contact with the spines, and they in turn do 2D6 damage (3 points per spine) damage to the attacker. The Moloch can also use the spines to attack using a Body Block that will inflict 3D6 damage. Note that unlike quills, the Moloch's spines can not be easily removed.

10 BIO-E for *Capillary Skin*. This unique skin structure allows the character to survive indefinitely in desert conditions. It works by collecting the morning dew and channelling it to the lips, providing enough water for survival.

10 BIO-E for Digging

20 BIO-E for Tunneling

TREE KANGAROO

ORIGINAL ANIMAL CHARACTERISTICS

Description: This kangaroo has evolved into a purely tree-dwelling leaf eater. It actually looks more like a bear than a kangaroo. Unlike other kangaroos, the Tree Kangaroo has rear legs that are shorter than the forearms. They can also leap great distances (up to 30 feet), and jump down from heights as high as 60 feet.

Size Level: 5

Length: Body is up to 30 inches long, tail up to 31 inches long.

Weight: to 35 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 45

Attribute Bonuses:

P.S.: +2

P.P.: +3

HUMAN FEATURES

Hands: Partial Automatic
5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Triangular head with snub snout, widely spaced eyes, and rounded ears on the top of the head. Thick body, with long powerful arms and short legs. Long, dangling tail with rings.

5 BIO-E for **Partial**. Slightly snouted head with protruding ears. Long, powerful arms and short legs. Soft brown fur, with lighter markings on the face and belly. Stubby furred tail.

10 BIO-E for **Full**. Good looks, with thick brown hair (streaked with blond), large features. Powerfully built body with muscular arms that dangle down to the knees. Big feet and somewhat bowlegged.



Natural Weapons: 5 BIOE for 1D6 Claws (climbing)

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Leaping Ability that doubles the maximum Jump or Leap of the character.

10 BIO-E for Nonskid Palms. The pads of the hands and feet are covered with a granular skin that can be used to grip most smooth surfaces. Character is stable and will not slip, even on smooth surfaces made of glass or metal.

WALLAROO

ORIGINAL ANIMAL CHARACTERISTICS

Description: Large kangaroo-type creatures, but with a heavier look and a shaggy coat. Wallaroos also tend toward furry noses. Smaller than kangaroos, but more heavily built and much more aggressive. They live in small packs in forest areas, and rely on their dark fur for concealment.

Size Level: 7

Height: to 6 feet tall

Weight: to 100 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 35

Attribute Bonuses:

P.S.: +4

P.P.: +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** Hairy, muzzled snout, with donkey-like ears. The Upper body is slim, with narrow arms and shoulders. Legs are very large, with huge feet almost as long as the legs. Thick, muscular tail, even longer than the legs.

5 BIO-E for **Partial.** Snouted head, with ears on top. Wide hips and huge feet. Thick tail that reaches all the way to the floor.

10 BIO-E for **Full.** Large nose, large ears and widely spaced eyes. Shaggy, long hair and beard. Legs tend to be long, with outrageously large feet.

Natural Weapons: 5 BIOE for 1D8 Hand Claws

5 BIO-E for 1D10 Foot Claws. In this case, the middle toe will have a large protruding claw that can be used in kick attacks.

Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

15 BIO-E Advanced Hopping Ability. A "rubber band" muscle in the Wallaroo's legs allows for incredible leaping abilities and efficient long-distance travel at high speeds. The mutant Wallaroo can hop along at 35 mph for hours without getting tired. Speeding up, a maximum of 60mph is possible, but the time is limited by the character's physical endurance (P.E.). Double normal distance for leaps and jumps. +3 to Dodge while Hopping, +4 to Damage from *Leap and Jump Attacks* only.

WOMBAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: The most intelligent of all marsupials, Wombats look like beavers who are missing their tails. They live in elaborate tunnels that they are continuously changing and expanding. Other than an occasional display of huffing and growling, they are completely nonaggressive, even to the point of tolerating exploration of their tunnels by children.

Size Level: 7

Length: to 4 feet

Weight: to 90 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 50

Attribute Bonuses:

I.Q.: +4

M.A.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: **None.** The head is flat and stocky, with short ears and a large nose. Covered in dark hair. Barrel-shaped body with short but very thick and hard-muscled legs.

5 BIO-E for **Partial,** Wide head with large-nosed snout. Thick, muscular body, with short, powerful limbs.

10 BIO-E for **Full.** Tends to have a large head, including a prominent nose. Body will be very stocky, looking fat, but actually very well muscled.

Natural Weapons: 5 BIO-E for 1D6 Claws



Powers:

- 10 BIO-E for Digging
- 15 BIO-E for Tunneling
- 20 BIO-E for Excavating

WOMBAT

DREAMTIME LANDS

"Sometimes," said Arkady, "I'll be driving my old men through the desert and we'll come to a ridge of sand hills, and suddenly they'll all start singing. 'What are you mob singing?' I'll ask, and they'll say, 'Singing up the country, boss. Makes the country come up quicker.'

Aboriginals could not believe the country existed until they could see and sing it — just as, in the Dreamtime, the country had not existed until the Ancestors sang it.

In Aboriginal belief, an unsung land is a dead land, since, if the songs are forgotten, the land itself will die.

— Bruce Chatwin, from *The Songlines*

Explaining the world of the dreamtime, the complex philosophy that the Aborigines have taught to the mutant animals of Australia, is tough. And Aborigines don't usually like to answer questions about dreamtime. However, recently, in Tassieland, one of the Old Men of the original Aborigines, Bill Gaborikee, agreed to answer a few questions . . .

Q: "It seems like when we mutant animals started to change, to become more intelligent, that human Aborigines were the first to notice. There was no confusion, no delay, just your immediate actions to adopt us as your children. Why is that?"

"We always talked to you. It is just that in now-about-time, you have decided to talk back to us."

Q: "Unlike the other humans, the Aborigines didn't seem very bothered when all the machines started to break down and dissolve. It seems like, where their civilization fell apart, the Aborigine society just got stronger. Do you know why?"

"City man, he look at Aborigine and he say, 'Man! You have no clothes, no tools, no guns, no cars! Man! You must be primitive. You must be stupid. You should try to be more like us.'

"Aborigine look at city man and we say, 'Man! Why are you so insecure? You not feel safe, you not feel whole, without clothes, and tools, and guns, and cars! You have a piece of your soul gone. If you were whole man, you would not feel empty, you would not feel that things more important than Earth. We don't want to be like you, because to be like you is to be like death.'

"Then, when the metal things ripped went back into the Earth, city man die, but dreamtime man live."

Q: "But the Aborigines were driven off their land, hunted and killed, forced to live like slaves; even their children were taken away to be 'reeducated' — how did you know you were right?"

"I studied at the city man's school. They talk of history. Long history of 200 years Australia, 2,000 years Western civilization, ancient Rome and Athens, and mother-of-all city men, ancient Egyptians, got four, maybe five thousand years of history. The dreamtime held sway over an entire continent. Now, based on a culture more than 40,000 years old, dreamtime has again become a way of life.

"But that is not why. Why is because dreamtime is strong in the heart."

Q: "So, what is dreamtime?"

"Dreamtime says many things. Most important rule is to walk softly on the Earth. Before Rainbow Serpent destroy city man, city man was always digging up Earth, hurting Earth. Now, it is time for the Earth to heal."

Q: "You mean, this is the dreamtime?"

"No. All time is dreamtime. When I sleep and go to dreamtime, it is all time at once. Others all come to dreamtime at same time. Even me as little boy, and me as proud young father, and me as ancient old man. Dreamtime is all time from when dreamtime people create Earth, until when dreamtime people take Earth away.

"Long before Rainbow Serpent come, some wise city men come see my grandfather. They were physicists, theoretical astrophysicists, quantum mechanics. They ask many questions about dreamtime, get very excited. Seem to think that dreamtime in Aborigine way is the same as spacetime in city man way. Maybe so. They did not change anything.

"Maybe that is why Rainbow Serpent finally got angry. Because City People finally see that all time is same, that all people are dreams; finally saw what is real. And still, the city people did nothing to help Earth."

Q: "Hmmm. Yes. Uh, another question: Isn't it more efficient to plant than to gather food from the land?"

"Other land is different from this land. This land is dry; special life comes to this land from Dreamtime. Man-with-hands-in-pockets comes and looks at our land. He sees dry desert with no-life. He is wrong! This is not desert! This is paradise. Food is everywhere, in bush-berries, in water-roots, in insect-grubs, in flower-nectar. But only we people know the right food."

Q: "You say you 'walk softly on the land,' yet you often set fires in the bush, sometimes burning dozens of square miles. Why?"

"Burning is important to dreamtime. Got to burn in right season, when ground is wet. That way the bush fire will not destroy the land. That way new life is always growing, not killed by old life. Fire is very important to dreamtime way, fire is man's way of helping Earth.

Q: "So is fire a tool? Are you saying that dreamtime makes you another tool-user like other humans? Doesn't that mean that all you humans are the same?"

"Tools. There are three kind of tools. First, the tools you carry with you. Spear, spear thrower, maybe some string. Then there are tools that are everywhere. Always find rocks, wood, leaves, glue (Aborigines can make strong glue from a variety of plants). Last, there are heavy tools, tools that are part of the Earth. These we do not rip from Earth, but leave for all people to use."

Q: "Let's change the subject to the Jakartans. Why do you now fight with Tassieland against Jakarta?"

"When Jakarta people first come to this land, they were like city people who first destroyed my people. We fought them, and because there were many strong animal people on our side, we won. The Jakarta people left our land.

"Then strange things started to happen to Earth. We found plants we could not name. Always before, in dreamtime, we can find names for new plants and insects and animals. Now, with this stuff called tangle-grass, we got no name.

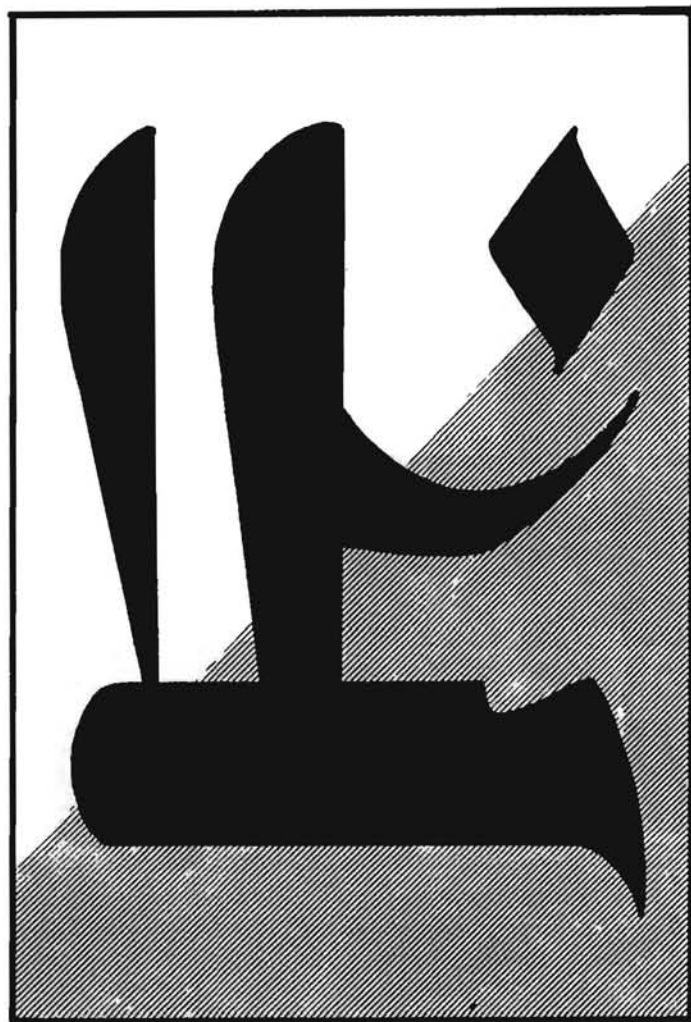
"New plant was very hurtful to Earth. Seemed to kill other life, to make rich Earth like dry desert all the time, even in the wet. Much arguing among dreamtime people about this new plant.

"Then we find out that it is a city plant, a weapon tool-thing made by Jakarta. We burn it out. Then other strange plants come, all poison to the Earth. Then we decide we cannot any longer ignore Jakarta. Jakarta breaks *Yulubirdi*, most sacred of all dreamtime law. We must stop Jakarta from this evil thing.

"Tassieland is not evil. There is no dreamtime there, not for 100 years, not since city man killed all the Tassie people then. But people of Tassie no longer evil, just not dreamtime. They have airships and weapons. We have many, many animal people. Together, we will stop the evil."

Q: "What do you think will happen now? Will the mutant animals become the new rulers of the world? Will dreamtime become the new way of life? Or will the old ways of weapons and tools and war return?"

"Don't know. Maybe human poeple gonna go 'way. We wait long time for you animal people to come back from Dreamtime. Maybe it we human people soon for us to go away Dreamtime. Maybe only one animal people stay. Maybe many. Maybe all. Maybe human people gonna stay. Don't know. You ask too many questions, you should listen more to your dreams."



JAKARTA

Population: With over 130,000 humans, Jakarta has perhaps the largest human population in the entire *After the Bomb* world. A brutal policy of slavery, repression and genocide has kept the mutant animal population down to less than 560,000, not including the 385,000 mutant Water Buffalo population.

Government: President Suharno-Sukarto. A human Malay (south-eastern oriental), dressed in a foppish general's uniform. He is thin and rather cruel, always flanked by one or more Mutant Water Buffalo guards.

Mrs. First Lady, Lisa Mariana, with her sons, Benji Junior, Harvesh, and Andalese, are constantly arguing with Suharno-Sukarto over the formal inheritance of power. Each son is a minister in the Jakartan government, but, due to their incredible incompetence, they tend to be switched around every few months. Other aspiring human ministers never last much longer than a year before the family's politics results in their reassignment (usually to a labor camp or jail).

The incredible corruption and repression of President Suharno-Sukarto has also weakened his hold on the country in one significant way. While his human and outlawed mutant animal opposition has been liquidated, a secret movement within the mutant Water Buffalo, is taking on frightening proportions. Lately, it's gotten so bad that the President spends more time worrying about a coup, and spying on his mutant henchmen, than he does running the government.

Economy: Although technologically superior to its neighbors, Jakarta still maintains a largely agricultural economy. Less than 10% of the population lives in the industrialized sector, and enslaved mutant animals are needed to keep the few active manufacturing plants going.

Part of the reason for this is the Jakartan people's extreme paranoia about technological devices. They remember all too well the death and destruction that took place when the anti-metal virus (AMV) first attacked. Therefore, most Jakartans are content to live on the land, growing their own food and forsaking most industry and metal-based implements.

In terms of raw technology, Jakarta is a mishmash. Certain sciences, such as plant genetics, micro-electronics, and optics, are fully the equal of anything from the 1990's. Yet most of the other sciences are primitive and neglected.

Finance & Currency: The economy is supposedly based on the "Lisa," a small coin made of pearl shell and named after the President's wife. However, government policy has made the Lisa next to worthless. There is a strong black market, and they trade in something called "Hong Kong Dollars," bills made out of multicolored (and practically indestructible) plastic sheets. Since Hong Kong has been totally destroyed, the source of this new money is a mystery.

Prices in Jakarta are just about as meaningless as the currency. The government, or government officials can "requisition" (a polite term for "steal") anything they like, at any price they care to set. Real commerce is based on barter, with no set prices, but with a high value placed on Hong Kong Dollars (each worth about 5 Bickies of buying power).

Education: Virtually nonexistent. The literacy level is only around 5% and schools are a rarity. It is *illegal* to teach mutant animals (including water buffalo) how to read.

Anti-Mutant Policy: Suharno-Sukarto's official policy has always demanded that all mutant animals be registered and discouraged from breeding (i.e., sterilized). Far from universal acceptance, the persecution of mutant animals is opposed by the majority of the human peoples of Jakarta. A kind of "underground railroad" has developed to assist escaped slaves. And in certain remote villages, there are concealed refugee camps, holding thousands of mutant animals of all types.

JAKARTAN MILITARY FORCES

Jakarta, since just after the Prang, had a solid string of military successes. They have conquered every opposing force except for that of the dreamtime Aborigines.

Jakartan incursions from the north were easily countered. In spite of the Jakartan's military and technological superiority, there was little they could do to harm the migratory lifestyle of the Aborigines. Aborigines would simply leave whatever area was under attack. And each time a Jakartan military base was established, the Aborigines would gather in overwhelming numbers to attack. The result was a stalemate.

Military Forces: Although the officer class of the Jakartan military is exclusively human, the great majority of the common soldiers are mutant Water Buffalo.

Elite Human Forces: 11,000

Buffalo Brigades: 58,000

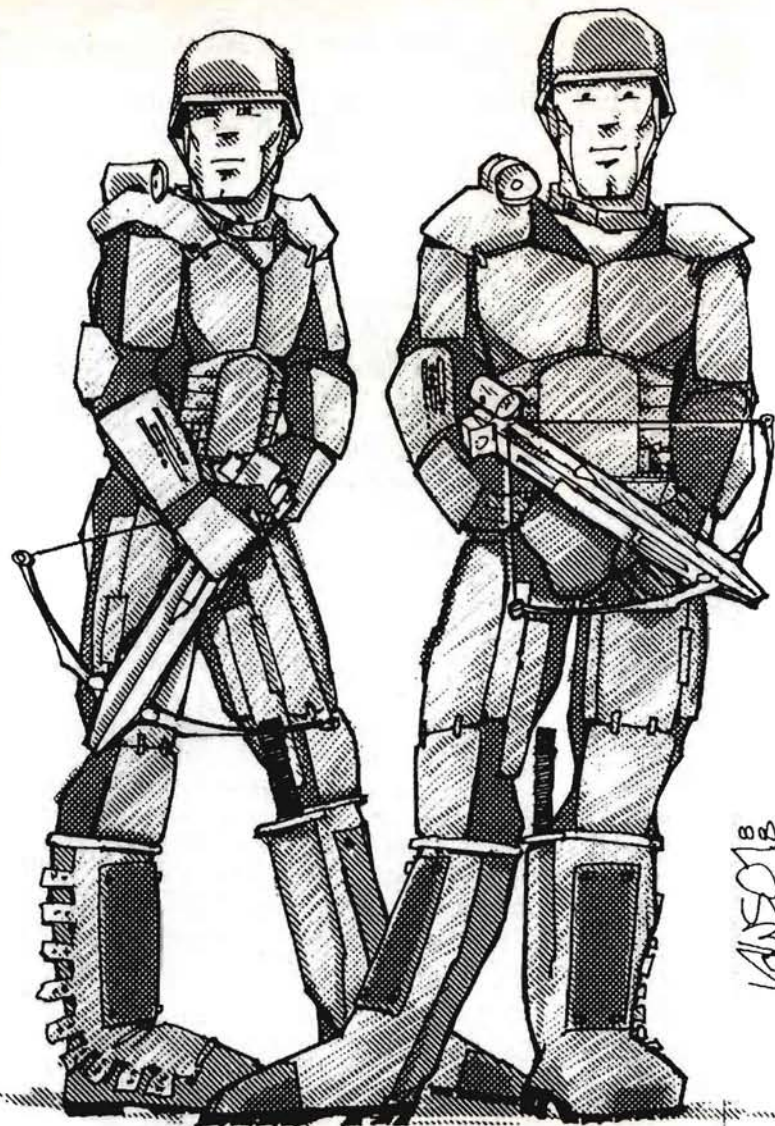
Navy: None. Actually, the Jakartan navy is officially regarded as 'missing.' It seems they attempted an attack on a small fleet of black-sailed ships, none returned.

Airship Force: 600 Scout Dirigibles, 140 Military Transports, and over 2,000 Slave Barges.

Secret Forces: Both human and mutant water buffalo spies are stationed all over the Jakartan realm, as well as in Australia.

JAKARTAN HUMAN ELITE

Serving primarily as the internal security forces of Jakarta, this large military organization is personally commanded by the President. Recently, they've been engaged to meet opposing Tassie and Dreamtime forces.



TYPICAL JAKARTAN HUMAN SOLDIER

Typical Alignment: Aberrant, Miscreant or Anarchist.

Attributes: All soldiers have a minimum I.Q. of 5, a minimum P.P. of 9, and a minimum P.E. of 10.

Size Level: 7, 8 or 9

Height: Generally, 5ft to 5ft 6in (1D6+5ft)

Hit Points: Equal to P.E. S.D.C.: Average of 15

Disposition: Although cunning and cautious in military action, they are otherwise a pretty rowdy bunch . . .

Appearance: Most as Malay; that is, dark-skinned, vaguely oriental, with thick, black hair, and clean-shaven. They prefer well-starched and crisp military uniforms, usually in white with gold braid.

Powers: About 5% have Mutant Powers

Psionics: None

Level of Experience: Depends on team and rank:

Commandant: 8th level or higher; in command of 1,100 soldiers, including a personal staff of 100.

Capitano: 6th level or higher; in command of 250 soldiers, including a personal staff of 50.

Brevert Officer: 5th level; in personal command of a double squad (40 soldiers) and commander over three other squads (20 soldiers each).

Sergento: 4th level; in charge of a squad of 20 soldiers.

Elite Soldier: 3rd level.

Skills:

Climbing
Demolitions (+10%)

Demolitions Disposal (+10%)
Read Sensory Equipment (+10%)
Running

Weapon Proficiencies:

- W.P. Automatic (Assault) Rifle
- W.P. Crossbow (including ballistic crossbow)
- W.P. Grenade Throwing
- W.P. Machete
- W.P. Sub-Machinegun

Combat Skills:

Hand to Hand Assassin

Attacks per Melee: 3

Bonuses: +2 to Strike, +2 to Roll with Punch/Fall.

JAKARTAN PLASTIC ARMOR

Designed for human use *only*, it's made to fit human shapes in the Size Level 7 to 9 range. Helmet is fitted with microelectronic communications and sensory equipment. Allows for all the members of a unit to speak to each other, with a maximum range of 4 miles (6.4km).

Special: Against laser, blaster and *energy weapons*, the armor has an A.R. of 19. Against projectiles and hand-held weapons, the armor has an A.R. of 16.

A.R.: 16 **S.D.C.:** 110

JAKARTAN BUFFALO BRIGADE

The shock troops of the Jakartan military, they have developed brutal and aggressive tactics designed to break through enemy defenses.

Unlike the mutant dogs of New Kennel (*see After the Bomb*), the Mutant Buffalo are far from the innocent stooges of the human leadership of Jakarta. Although they have willingly assisted in the elimination of all other mutant animals, they also have their own hidden plans. A secret political party, known as the *Visgot Aganay*, intends to eventually seize control of the Jakartan government and reduce humans to second-class status.

Indeed, if it weren't for the unexpected resistance in Australia, the Visgots would have already made their move. As it stands, the conspirators are watching and waiting for some sign of weakness on the part of Suharno-Sukarto.

TYPICAL JAKARTAN BUFFALO SOLDIER

The brigades, as they are known, are the shock troops of Jakarta. The only mutant animals given equal status with humans, the water buffaloes have become a skilled fighting force, armed with the most modern weapons available.

Typical Alignment: Aberrant, Anarchist or Unprincipled (some Miscreant).

Attributes: All soldiers have a minimum I.Q. of 7, a minimum P.S. of 14, and a minimum P.E. of 15.

Size Level: Minimum of 12 ranging up to 15

Weight: Varies according to Size Level

Height: Usually 7ft tall

Hit Points: Equal to P.E. **S.D.C.:** Average of 85

Disposition: Loud, obnoxious and self-confident.

Appearance: Large, humanoid water buffalo, usually black.

Powers: About 15% have Advanced Hearing

Natural Weapons: Most (90%) have Horns that do 1D8 damage.

Human Features: Hands — Full

Biped — Full

Speech — Partial (about 5% have Full Speech)

Looks — None

Psionics: Sixth Sense is common among the Water Buffalo, usually at least one soldier in every unit of ten or more will have this ability.

Level of Experience: Depends on team and rank:

Commandant: 6th level or higher; in command of 1,500 soldiers, including a personal staff of 12, and reports to a human officer.

Capitano: 5th level or higher; in command of a triple squad (24 soldiers) and commander over three Breveret Officers (144 soldiers and 9 sergentoes).

Breveret Officer: 4th level; in personal command of a triple squad (24 soldiers) and commander over three other squads (8 soldiers and a Sergento in each).

Sergento: 3rd level; in charge of a squad of 8 soldiers.

Elite Soldier: 1st level.

Skills:

Climbing

Read Sensory Equipment (+5%)

Weapon Proficiencies:

W.P. Crossbow

W.P. Machete

W.P. Projector (Acid or AMV)

Combat Skills:

Hand to Hand: Expert

Attacks per Melee: 3

Bonuses: According to attributes and skill level, but usually with +4 to damage.

JAKARTAN BUFFALO LEATHER ARMOR

Designed for mutant Water Buffalo use only, it's made to fit their largish, humanoid shapes from Size Levels 12 to 15. Consisting of a wood frame and layers of leather, it's usually only worn during combat or during ceremonial parades. **A.R.:** 12 **S.D.C.:** 64

JAKARTAN MILITARY WEAPONS

All Jakartan weapons are produced in state-sponsored work camps. These serve to imprison mutant animals, as well as to churn out the war supplies of the country.

MANUAL CROSSBOW

Comes in two sizes, one for the human soldiers, and a larger style (minimum operator P.S. of 17) designed for mutant buffalo.

Damage: 1D8 — human version, 1D10 — buffalo version

Range: 700ft (213.5m) — human version, 900ft (274.5m) — buffalo version



Rate of Fire: 1 shot per melee round; operators with skill of 3rd level or better can reload fast enough to fire twice per melee round.

BALLISTIC CROSSBOW

A microelectronic (nonmetallic) circuit is built into the crossbow. This device sets off a humming noise whenever the crossbow is aimed directly at a "hot" target; in other words, whenever the target is warmer than the surrounding area. Maximum range for this heat sensor is 60ft (18.3m).

Damage: 1D8 damage with conventional bolts.

Range: 600ft (183m)

Rate of Fire: 1 shot per melee round; operators with skill of 3rd level or better can reload fast enough to fire twice per melee round.

Special Features: +3 to Strike at "hot" targets.

BALLISTIC CROSSBOW BOLT

This bolt is loaded with sensors, chemical propellant and an explosive head. Unfortunately, production quality is very low, about 20% are defective "duds" that act like regular crossbow bolts.

Damage: 5D6 to target, 1D8 to surrounding 20 foot area (6.1m). If the bolt is a dud, damage is just 1D6.

Range: Adds 500ft (150m) to crossbow range.

ACID PROJECTOR

Although it looks like a crossbow, and uses the same W.P., this weapon is designed to eject a hollow container of acid. Used mostly as an area-effect weapon against enemy personnel.

Damage: 2D6 per melee for 1D6 melees. Victims must Save vs Blindness (Roll 10 or higher on twenty-sided, P.E. bonus applies). If blinded, a character cannot see until the eyes are washed out with water for at least a full melee/15 seconds; also takes an additional 1D4 damage direct to hit points.

Range: 300ft (91m); splatters on impact to affect an area 16ft (4.9m) across.

Rate of Fire: 1 shot per melee round, regardless of level.

AMV-ACID PROJECTOR

Like the Acid Projector, (above) this crossbow weapon throws a hollow container. In this case, it is filled with a mild acid solution and fresh AMV (or Anti-Metal Virus). The acid is intended to break through any protective coating covering the metal of the target.

Damage: None to characters. Metal artifacts (including guns and engines) must Save vs. AMV (10 or better on twenty-sided, no bonuses) or will immediately stop working. All metal affected by AMV will eventually rust into a useless blob.

Range: 300ft (91m); splatters on impact to affect an area 30ft (9m) across.

Rate of Fire: 1 shot per melee round, regardless of level.

5.57mm Assault Rifles

A relatively recent innovation, and the first Jakartan attempt to produce a complex mechanical device. While the weapon is well-designed, sabotage and crude manufacturing require that the gun's operator make a Saving Throw (roll 8 or higher on twenty-sided) every time the weapon is fired. A failed roll means that the weapon is jammed badly enough to require a full disassembly and clean (takes a good soldier 2 minutes/8 melees).

Cartridge: 7.62mm, **feed:** 20 round magazine, **weight:** 11 pounds loaded, **effective range:** 1150 feet, **Cost:** 600 Bickies, **Damage:** 4D6 per round.

JAKARTAN MILITARY AIRSHIPS

All Jakartan airships are fitted to use either hydrogen or hot air for lift. They will use hydrogen for all conventional trips, including transport to danger zones. However, when they expect combat, they will gradually leak off the hydrogen and replace it with hot air, a process that takes about an hour.

JAKARTAN SIX-MAN TRANSPORT

Usually operated by humans, or very lightweight water buffalo (Size Level 12). Carries six oarsmen and two officers.

Armored Balloon, with A.R.: 10 and S.D.C.: 160

Armored Gondola, with A.R.: 8 and S.D.C.: 700

Final Payload: 2,400 pounds

Weapons: Fitted with four crank operated Arbalests. Each can fire once every other melee round. Does 3D8 damage and has a range of 1,200ft (365.7m)

Four AMV-Acid Bombs. Like the Acid Projector, these bombs are filled with a mild acid solution and fresh AMV (or Anti-Metal Virus). **Damage:** None to characters. Metal artifacts (including guns and engines) must Save vs. AMV (10 or better on twenty-sided, no bonuses) or will immediately stop working. All metal affected by AMV will eventually rust into a useless blob. When dropped, affects an area 200 feet across (61m).

Winch and Cable: Woven fiber cable about 3,000ft (915m) long and with a hook on one end. The amount of weight that can be pulled up depends on the P.S. of the characters doing the cranking. Virtually any weight can be lowered by slowly locking and unlocking the winch. Remember to count any new weight into the airship's payload.

JAKARTAN TWENTY-MAN FRIGATE

Carries 20 rowers and four officers, either all water buffalo or slave mutant animal rowers, and human officers.

Armored Balloon, with A.R.: 12 and S.D.C.: 460

Armored Gondola, with A.R.: 8 and S.D.C.: 900

Final Payload: 11,000 pounds

Weapons: Fitted with six crank operated Arbalests. Each can fire once every other melee round. Does 3D8 damage and has a range of 1,200ft (365.7m).

Twelve AMV-Acid Bombs. Like the Acid Projector, these bombs are filled with a mild acid solution and fresh AMV (or Anti-Metal Virus). **Damage:** None to characters. Metal artifacts (including guns and engines) must Save vs. AMV (10 or better on twenty-sided, no bonuses) or will immediately stop working. All metal affected by AMV will eventually rust into a useless blob. When dropped, affects an area 200 feet across (61m).

Twelve Conventional Bombs. Explosive devices, they are simply dropped on ground targets. Do 2D4 x 10 damage to target, 6D6 damage to surrounding 30ft (9.1m) area.

Battery: This electrical battery will power lights and radios for up to six hours of use.

Two Searchlights: High-powered spotlights. Can be controlled by the pilot or another crew member.

Two-Way Radio: Long-distance radio. Range beyond line of sight is spotty, with only a 20% chance of making contact per attempt.

Two sets of Winch and Cable: Woven fiber cable about 3,000ft long and with a hook on one end. The amount of weight that can be pulled up depends on the P.S. of the characters doing the cranking. Virtually any weight can be lowered by slowly locking and unlocking the winch. Remember to count any new weight into the airship's payload.

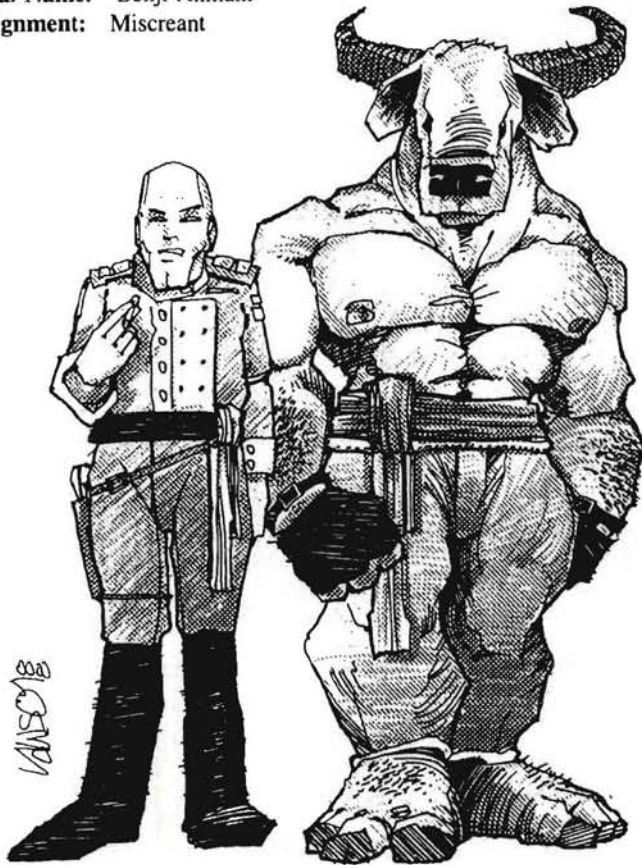
JAKARTAN FIFTY-MAN SLAVE BARGE

Slave barges come in a variety of styles and sizes. Most are not used in combat, except for dropping off cargo and military reinforcements.

President Suharno-Sukarto

Real Name: Benji Ahmani

Alignment: Miscreant



Attributes: I.Q.: 8, M.E.: 19, M.A.: 12, P.S.: 7, P.P.: 3, P.E.: 6, P.B.: 5, Spd.: 11

Age: 63 **Sex:** Male

Size Level: 7 **Weight:** 97 pounds

Height: 5ft 1in **Hit Points:** 28 **S.D.C.:** 10

Disposition: Sharp-tempered, erratic and cruel.

Psionics: 8th level Natural Psionic. Unlike mutant animal psionics, human psionics is based on a pool of I.S.P. (Inner Strength Points). They can also do multiple psionics simultaneously, with up to four (4) psionic attacks per melee round. I.S.P. are recovered by sleeping (2 per hour), or by meditating (4 per hour). **See Psionics in Heroes Unlimited.**

Suharno-Sukarto's Total I.S.P.: 118

Bio-Manipulation: Pain: 12 I.S.P. to inflict, just 6 I.S.P. to extend for another 4D6 minutes. Works just like the mutant animal version.

Bio-Manipulation: Stun: 12 I.S.P. to inflict, just 6 I.S.P. to extend for another 4D6 minutes. Works just like the mutant animal version.

Bio-Regeneration: 6 I.S.P. Takes one minute to perform, and heals either 2D6 Hit Points, or 3D6 S.D.C. Can be performed every other minute.

Detect Psionics: 2 I.S.P., lasts 2 minutes. Works just like the mutant animal version.

Hypnotic Suggestion: 2 I.S.P. per suggestion. Works just like the mutant animal version.

Mind Block: 4 I.S.P., lasts ten minutes. Works just like the mutant animal version.

See Aura: 4 I.S.P., lasts 4 melee rounds (1 minute). Works just like the mutant animal version.

Sixth Sense: 2 I.S.P., lasts 2 melee rounds. Works just like the mutant animal version.

Summon Inner Strength: Gives him 10 S.D.C. for every 6 I.S.P. spent, lasts 20 minutes. There is no limit to the amount of S.D.C. added as long as he pays for the I.S.P. required. Can be used as often as once every other melee.

Level of Education: 9th Grade

Scholastic Bonus: None

Occupation: President-For-Life of Jakarta

Scholastic Skills: None

Weapons Proficiencies:

W.P. Machete, 8th level

W.P. Automatic Pistol, 8th level

W.P. Revolver, 8th level

Physical Skills/Training:

Running

Swimming

Espionage Skills/Special Training:

Surveillance Systems (89%)

Combat Skills:

Attacks Per Melee: 2

Bonuses: None to Strike/Parry/Dodge/Damage

Personal Profile: A human Malay (southeastern oriental), dressed in a foppish general's uniform. He is thin and rather cruel, always flanked by one or more Mutant Water Buffalo guards.

TASSIELAND (TASMANIA)

Population: 3,200 humans (about 7% with mutant powers), 128,000 mutant sheep, and approximately 200,000 assorted mutant animals.

Government: Tassieland, sometimes called *Tazzie*, and known in historical times as Tasmania, is now a Constitutional Monarchy, modelled after the Pre-Prang British government.

King Bruce is considered to be the last surviving member of the British royal family, so his title also includes such archaic flourishes as "Defender of the Faith," "Ruler of the British Commonwealth," "Emperor of India," and "Governor-General of Canada." He is also recognized by several of the dreamtime Aboriginal tribes and is considered by them to be some kind of "*Grand Chief*" (although they do not recognize or respect Tassieland).

Militia: The "Royal Militia" consists of 4,000 recruits, mostly mutant animals. This is still a rather informal group, without much in the way of official structure.

Communications: Tassieland operates a national radio station which can be heard as far away as Jakarta. It regularly broadcasts weather reports and news. There are also two privately owned newspapers.

Education: Education through 6th grade is mandatory in Tassieland, and literacy is around 80% for adult mutant animals, and close to 90% for adult humans.

Economy: The technological level is roughly equal to the 1930's with regard to most things. However, plastics have developed to the point where they can be used to replace most metals (except electrical conductors like power cable and wire).

Aside from plants, the major food crop comes from a variety of mutant insects. Several kinds are being domesticated and there is as yet no standard crop.

Currency: In Tassieland, and among the various outposts in the dreamtime lands, the standard currency is the Bickie (or paper dollar). There are two other denominations: Greenaways and Brass Razoos.

1 Greenaway (paper) = 10 Bickies = 300 Razoos

1 Bickie = 30 Razoos

1 Razoo (Plastic Coins); often called "The Brass Razoo"

Here are some of the common prices for a variety of things in Tassieland:

Overnight room in an Inn	15 Razoos
Month's rent for a small house	7 Bickies
Loaf of bread	1 Razoo
5 Pound Sack of Flour	25 Razoos
Dinner for two in a Restaurant	2 Bickies
Cloth Pants	1 Bickie
Cloth Shirt	20 Razoos
Leathery Insect Hide Armor (A.R.: 9, S.D.C.: 20)	100 Bickies
Insect Chitin Chain Mail (A.R.: 13, S.D.C.: 44)	180 Bickies
Leather Driving Suits: \$200 (Bickies) for characters of Size Level 7 or lower, \$250 for up to Size Level 11, and \$300 for Size Level 12 and 13. Add an additional \$100 for each additional Size Level beyond 13.	
Steel Dagger	30 Bickies
Hard Plastic Dagger	120 Bickies
.38 Revolver	600 Bickies
(6) .38 bullets	6 Bickies
9mm Automatic Pistol	6,000 Bickies
Clip of 9mm Ammunition (13 rounds)	20 Bickies
Stick of Dynamite	100 Bickies
Gallon of Gasoline (Petrol)	40 Bickies
Quart of Oil	20 Bickies
Truck or Airship Battery	2,000 Bickies
Tank of Hydrogen*	500 Bickies
Tank of Helium*	2,600 Bickies
Tank of Heating Gas*	800 Bickies

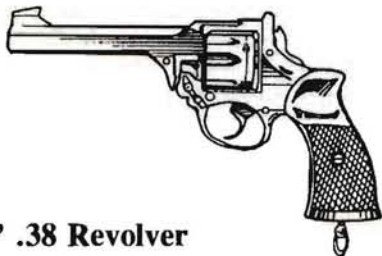
***NOTE:** One tank will fill (or heat) a scout-type airship, two tanks are needed for up to 3,000 pound payloads, and another tank is needed for every 4,000 additional pounds of payload.

Any metal, Pre-Prang device is worth about *ten times* what it originally cost. For example, a 35mm camera, listing in TMNT for \$250, would cost around 2500 Bickies. Infrared Goggles, \$6,800 in TMNT, would be 68 thousand Bickies in Tassieland.

Of course, a lot of things are now being produced in Tassieland. In fact, the industrial technology allows for items to equal 1930's quality. So things like clothing, furniture, paper, etc. are available for prices equivalent to the TMNT prices. Personal armor and simple weapons (swords, revolvers and rifles, but *not* automatic weapons), or anything else made from metals, cost about two times as much, but are available.

One other, more expensive, option is also available. Many items can be formed out of *high-impact plastic*. This makes them invulnerable to the anti-metal virus (AMV), but also increases the price by about four times. So, for example, the 600 Bickie .38 Revolver listed previously would cost 2400 Bickies if it were made entirely out of plastic.

TASSIELAND STANDARD PRODUCTION WEAPONS



Tassie "Perth" .38 Revolver

A simple to build, simple to operate revolver. **Cartridge:** .38, **feed:** 6 chamber, side-loading cylinder, **weight:** just under 2 pounds, **effective range:** 120 feet, **Cost:** 600 Bickies, **Damage:** 2D6 + 2 per round.



Tassie "Macdonnell" 7.62mm Rifle

Used mostly for hunting, and for self-defense, the Macdonnell also makes an excellent sniper weapon. **Cartridge:** .7.62mm, **feed:** either single round, or 10 round box magazine, **weight:** 9 pounds, **effective range:** 1,050 feet, **Cost:** 2100 Bickies, **Damage:** 3D6 + 4 per round.



Tassie "Blue-Barrel" 12 Gauge Shotgun

Cartridge: 12 Gauge, **feed:** 5 shot tubular magazine, **weight:** 7 pounds, **effective range:** 150 feet, **Cost:** 1200 Bickies, **Damage:** Buck-shot does 4D6 per round, Solid Slug does 5D6 per round.

RECENT MILITARY PRODUCTION

In the last few months, since the formal alliance between the Dream-time and Tazzie, there's been a new effort to produce war goods. A recently constructed factory complex in *New Footscray* is now churning out the following items.

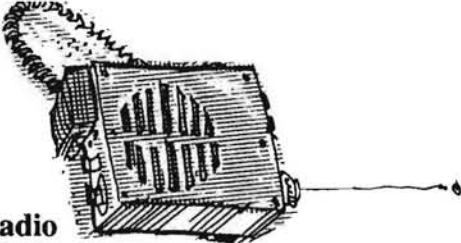


Tassie "Swan-Owen" Sub-Machinegun

This weapon is the latest in Post-Prang technology! Immensely popular, it features a high rate of fire, a dependable slug (interchangeable with the revolver) and durability in the bush. Currently issued as a standard item for all militia. **Cartridge:** .38, **feed:** 40 Round Magazine, **weight:** 6 pounds, **effective range:** 150 feet, **Cost:** 4500 Bickies, **Damage:** 2D6 + 2 per round.

Tassie "Little Gutser" Grenade

Produced specifically for the militia. A 16in (0.4m) wood handle is attached to a 6ft (1.8m) tall, 4in diameter can of explosives. Activated by turning the can around the handle. There is a 5 second delay before exploding, but, as a safety feature, the handle can be reset for the first 2 seconds. **Weight:** 1 pound (0.5kg). **Damage:** 5D6 to target, 2D6 to the surrounding 8ft (2.4m) area. **Effective Range:** 20ft (6.1m) throw.



Tassie "Peddler" Radio

The first two-way field radio produced in Tassieland. It comes in a large box, 18 inches long, 10 inches tall, and six inches thick, with a 4 foot extendable antenna. The hand-held microphone comes attached on a six-foot long cord. **Weight:** 23 pounds (10.5kg). **Range:** Picks up national station from anywhere in Aussieland; six mile (9.6km) range for two-way communication. **NOTE:** A plastic covering gives it a +5 bonus to save against AMV attacks.

Tassie "SAF" Assault Rifle

Production problems and ammunition shortages have held up full distribution of this new weapon. It is supposed to be the standard issue for the militia, but barely 50 are being produced each month. An alternative, all plastic, design is still being considered. The plastic would shave 3 pounds (1.4kg) off the weight and make it invulnerable to AMV attack. **Cartridge:** 7.62mm, **feed:** 20 round magazine, **weight:** just under 12 pounds (5.4kg), **effective range:** 1100 feet (335.2m), **Cost:** 6800 Bickies, **Damage:** 4D6+4 per round.

OTHER AUSTRALIAN NOTES GIANT WORM COUNTRY

There is an area, mostly in the wet swamps of the southeast, that is overridden with giant worms. Even before the Prang, these worms were outrageously large, up to seven feet long and three quarters of an inch in diameter. Now, they've become truly monstrous, extending for miles.

One group, consisting mostly of mutated insectivores like Spiny Anteaters, Bats and Numbats, has evolved some pretty sophisticated technology for hunting the worms, and, more urgently, avoiding their attacks. Not that the attacks are deliberate; the worms simply break up through the surface and inhale a quantity of water and air. Unfortunately, that area can be up to 30ft (9.1m) across. Puny mutant animals, even of the largest sizes, are simply swallowed up with the worm's gurgling mouth intake.

The only way of tracking the underground monsters is through accurate seismic sensors. Using plastics made from tree sap, glass, and natural crystals, the mutant animals of the Giant Worm Country have constructed ingenious listening devices.

Living in the region requires constant vigilance. Since the worms move relatively slowly, any camps or buildings are moved before they are threatened. Still, that requires keeping careful track of the exact position of all worms in a large area.

Incidentally, worm hunting, when you know what you are doing, is pretty simple. Just locate the tail end of the creature and follow it. Because of its enormous size, it scrapes off the last sections of its tail constantly. These tail sections, providing up to 1,000 pounds (450kg) of tender meat, are easy to excavate, so long as you know where to dig.

INSECTIVORE SONIC/SEISMIC SENSOR

This is a back-pack unit, usually worn by characters of at least Size Level 9. Two large lenses constantly monitor the ground ahead, automatically "seeing" any large-scale ground ripples (seismic waves) that would indicate long-range worm travel. Meanwhile, the operator runs a sonic sensor along the ground, listening to ear-phones for the amplified sounds of the worms inner organs. The size of a unit varies, but will have both headphones and sensor wand, connected to the main unit by hollow cords. **Weight:** Around 85 pounds (38kg). **Range:** Picks up worm



movements from up to six miles (9.6km) away. **S.D.C.:** 100, **Armor Rating:** 10. **NOTE:** Earthquakes and other ground vibrations can be also be detected easily with the unit.

OFFSHORE AUSTRALIA: DOMAIN OF THE GREAT BARRIER REEF

Travel on the ocean's waters is impossible in the world of *Mutants Down Under*. Although they have never revealed themselves, there is obviously some form of mutant life dwelling in and around the Great Barrier Reef that resents any intruders. Over the years, more and more ships have disappeared.

It started years ago, when the Great Barrier Reef suddenly started to be a fatal destination. Outgoing ships would record a course along Australia's east coast, only to return to their home port, eerily empty, save for occasional bloodstains.

Then it got worse. Ships everywhere started to disappear. Jakarta was accused, but it soon became obvious that they too had fallen victim to the ship killer. In recent years, even the short hop from Tassieland to the mainland became too hazardous.

Now there is only one kind of ship on the seas, readily recognized by their sails and light wood construction, the Black-Sail Ships. It is rumored that these are the ships of the Buygees, a pirate people who have been sailing with their traditional, all-natural ships for over five hundred years. Now they seem to be the only ones able to travel by sea, but they don't tell anyone where they go or why.

AIRSHIP RULES

In *Mutants Down Under*, the only reliable method of long-range transportation is the airship. Call them balloons, blimps, dirigibles, or zeppelins, they all operate on the same principle: a huge bag filled with some lighter-than-air gas keeps a gondola floating in the air.

There are exactly three ways to inflate a balloon so that it'll rise. **The first** is to fill it with hot air. Since air cools down quickly, that means there must be some kind of flame or heat source continuously burning and continuously heating up the air inside the balloon.

Gas number two is helium. Helium is safe and effective. Unfortunately, it's pretty rare. Especially in the world of Post-Prang Australia. However, there are still occasional natural gas pockets, and they are just now being exploited by *Tassieland and Jakarta*. So we can expect to see more helium filled airships in coming years.

Which brings us to the **third choice**, hydrogen. Hydrogen is the very best lifting gas and it will lift more, relative to its volume, than anything else. Hydrogen is also easy to come by. Put an electrical charge into plain old water and you can separate out hydrogen. Hydrogen can also be generated by mutant plants. There's only one small problem with Hydrogen: expose it to a flame and **it explodes!**

Combat between airships is pretty simple. They either serve as huge weapon platforms, for the firing of distance weapons, or they can attempt to get close enough for a boarding party to clamber onto the enemy airship.

Vehicle Expense

Here's what it takes to get and modify a lighter-than-air flying vehicle in four easy steps. Mutant animal flight is used for comparison purposes, but players can only get build-in wings or flight when first creating the character.

STEP 1: Basic Airship Forms

Type	Base Price	Bag/Gondola	
		S.D.C.	Payload
FREE DRIFTING BALLOONS			
Observation Balloon	\$14,000	30/150	300lbs
Weapon Platform	\$15,000	75/300	2,000lbs
MANUAL POWERED DIRIGIBLES			
Pedal-Powered Scout	\$10,000	50/600	600lbs
Six-Man Transport	\$10,000	100/600	2,000lbs
Twenty-Man Frigate	\$10,000	240/600	10,000lbs
Fifty-Man Slave Barge	\$10,000	380/600	32,000lbs
MOTORIZED ZEPPELINS			
Single Engine Scout	\$2,000	64/200	1,400lbs
"Shark" Single Engine	\$12,000	140/250	3,600lbs
Twin Engine Transport	\$5,000	210/350	8,000
Twin Engine Bomber	\$20,000	150/350	4,000lbs
Triple Engine Transport	\$7,000	450/400	62,000lbs

TABLE NOTES

Type: This is just the general category. *Free Drifting* Balloons either float with the wind or are anchored to the ground with a cable. Manually powered dirigibles operate by pedal power, relying on the character's muscles to turn the propellers. *Motorized* zeppelins have one or more engines built in for propulsion.

Base Price: Price as listed buys only the basic gas-bag, gondola framework, rigging, controls, propellers and, if powered, engines. Speed Class, armor, weapons, and options are all extra. For scavenging aircraft for an *After the Bomb* scenario, the Base Price is divided by 10.

S.D.C.: The first number represents the S.D.C. of the airship's gasbag or balloon. Destroying *half* of these S.D.C. points will mean that

not enough gas remains to keep the airship aloft. Wiping out all of the gasbag's S.D.C. means the bag is ripped into little pieces of scrap and the ship is crashing down like a rock.

The **second number** is the gondola's S.D.C. Eliminating all of this S.D.C. means the gondola is destroyed. It may take considerably less damage to eliminate the airship's ability to fly.

Payload: This is the total amount of weight that the vehicle can carry. Pilot, crew and passengers, along with their seats and harnesses, bombs and cargo, are all part of the vehicle's payload. An airship simply won't get off the ground if it's overloaded. Built-in vehicle weapons and armor are not counted in payload, because the gasbag is expanded to account for them.

The figure for payload in the table is for airships filled with hot air. **If helium is substituted**, then the payload is doubled. And if the same airship is filled with **hydrogen**, then the payload is multiplied by three. Therefore, a Six-Man Transport has a maximum payload of 2,000 pounds when filled with hot air. Substitute helium and the payload is increased to 4,000 pounds. A hydrogen-filled Six-Man Transport would have three times the original payload, or 6,000 pounds.

STEP 2: Getting Up To Speed

FREE DRIFT

Free Drifting Balloons simply aren't built to move faster than the wind that blows 'em. That means they will always have an effective speed of zero (0).

SOUPED UP ENGINES

Motorized Zeppelins are different; they're designed to move, but they've got to have engines that can handle the load. Until the Speed Class is added to a Zeppelin, it can't go any faster than its minimum speed, about 2mph.

Speed Classes are more than just engines. The entire airship must be modified, streamlined and reinforced to handle the greater stress. In addition, the gasbag must be enlarged to handle any additional weight.

ZEPPELIN SPEED CLASS TABLE

Speed Class	Spd.	Maximum	Cruise	Improvement Cost
1	22	15mph	10mph	\$500/Engine
2	44	30mph	20mph	\$1,500/Engine
3	66	45mph	30mph	\$5,000/Engine
4	88	60mph	45mph	\$20,000/Engine
5	110	75mph	55mph	\$75,000/Engine
6	132	90mph	60mph	\$200,000/Engine

TABLE NOTES:

Spd.: If the vehicle were a person this would be its equivalent Speed Attribute. A character with a Speed of 22 can run 15mph. It's the same for airships except, of course, they are capable of higher speeds.

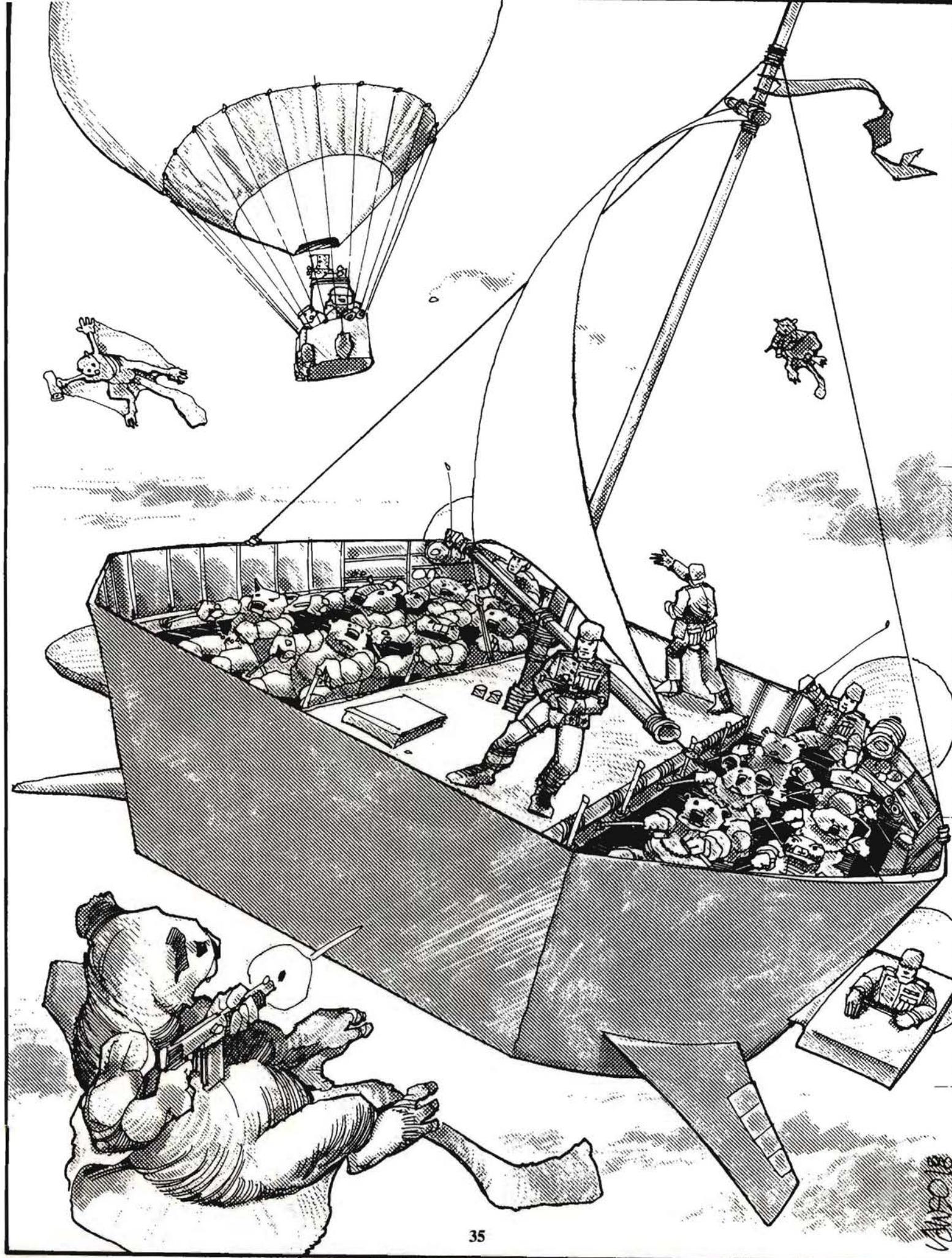
Maximum: The vehicle's absolute maximum speed. At this speed, fuel consumption is at maximum. All fuel will be burned up within 3 hours.

Cruise: The vehicle's cruising speed. Fuel consumption is maximized, so the airship can travel for 24 hours without refueling.

Improvement Cost: Note that all engines must be upgraded equally. Therefore, bringing a triple-engine airship up to speed class 2 would mean spending \$4,500, \$1,500 for each engine.

INCREASING SPEED

Increasing the Speed Class of existing airships is possible, but only by improving from one speed class at a time. 20% of the price of the new speed class will be needed just for parts. Depending on who does the work, the cost of labor could be from 1 to 6 (roll 1D6) times the cost of parts.



THE LIMITS OF MUSCLE-DRIVEN AIRSHIPS

Pedal driven airships, where character muscle drives the propellers, are limited to the Spd. of the characters. The maximum speed is the Spd. attribute of the slowest character. The following table shows how fast an airship can move according to the Spd. of the rowers.

ZEPPELIN SPEED CLASS TABLE

Spd.	Max/Mph	Cruise/Mph	Spd.	Max/Mph	Cruise/Mph
3	2.0	1.3	16	11.3	7.4
4	2.7	1.8	17	12.0	8.0
5	3.4	2.2	18	12.7	8.5
6	4.3	2.7	19	13.4	8.8
7	5.0	3.2	20	14.1	9.4
8	5.7	3.6	21	14.8	9.9
9	6.4	4.3	22	15.5	10.2
10	7.1	4.6	23	16.2	10.8
11	7.8	5.2	24	16.9	11.3
12	8.5	5.7	25	17.6	11.6
13	9.2	6.1	26	18.3	12.2
14	9.9	6.6	27	19.0	12.7
15	10.6	7.1	28	19.7	13.0

Muscle, as measured by P.S., is also required to move airships. When it comes to manually powered airships, the payload determines just how much muscle is needed. A minimum P.S. of 8 is needed for any airship, no matter how light. After that, every 100 pounds of payload requires another point of P.S. So, for example, an airship with a payload of 2000 would need 20 points of P.S. plus the basic P.S. of 8, or a total of 28 points of P.S.

For example, let's say there are four characters pedaling at full speed on a Cargo Dirigible that's manually driven. What are the P.S., P.E. and Spd. limits of a pedal-powered airship crewed by the following four characters?

Bernie — P.S.: 20, P.E.: 12, Spd.: 12

Alf — P.S.: 9, P.E.: 11, Spd.: 11

Bruce — P.S.: 7, P.E.: 11, Spd.: 23

Nancy — P.S.: 7, P.E.: 13, Spd.: 13

P.S. Limits. The airship has a total payload of 2,200 pounds (including weapons and crew), so it takes a P.S. of 30 (22 plus the basic 8) to keep the dirigible moving. Therefore, all four characters (with a total P.S. of 45) can easily keep it going. Or, Bernie and any two of the others. But if Bernie stops, the other three characters can only muster a P.S. of 25, so they won't be able to keep the dirigible moving.

P.E. Limits. Going at the top speed for the whole group, 7.8mph (Spd.: 11), the group can only keep it up for 11 minutes. That's when Alf's and Bruce's P.E.s will give out. Going slower, at cruising speed, 5.2mph (two-thirds maximum), means the group can move along without burning themselves out.

Spd. Limits. If everyone is pedaling, then the maximum speed will always be 11, because that's as fast as Alf can pedal. If Alf drops out for awhile, then the whole group can speed up to 12, Bernie's Spd. If Bruce could pedal all by himself, he could boost the speed up to 23. Unfortunately, with a P.S. of 7, Bruce doesn't have the strength to move the airship all by himself.

IGNORE T.M.F.

Note on T.M.F. The abbreviation T.M.F. stands for Transient Maneuvering Factor. This is the vehicle's basic responsiveness to the pilot's controls. While T.M.F. is not important in *Mutants Down Under*, it does come into play in *Road Hogs*, *Revised Heroes Unlimited* and *Ninjas & Superspies*. All Balloons have a T.M.F. of zero (0). All Dirigibles have a T.M.F. of one (1). As usual, Flying and Gliding characters have a T.M.F. equal to their P.P.

STEP 3: Adding Arms and Armor

SWIVEL MOUNT

Weapon is mounted on a swivel that can be rotated 360 degrees. It can also be elevated or depressed up to 60 degrees. A gunner must operate the weapon from an open platform or turret.

Weapons	Damage	Range	Price
Crossbow	1D8	700ft	\$90
Heavy Crossbow	2D8	1,000ft	\$250
Arbalest	3D8	1,200ft	\$700
5.56mm Light Machinegun	5D6	1,500ft	\$12,000
7.62mm Medium Machinegun	6D6	3,000ft	\$18,000
.50 Calibre Heavy Machinegun	7D6	3,000ft	\$38,000

Ordnance

These weapons are either mounted on the exterior of the craft. All ordnance weights must be subtracted from the vehicle's payload.

Weapons	Damage	Range	Price
2.75" Rocket Launching Tube	8D6	6,000ft	\$4,000ea

Rockets are disposable weapons, once used the entire thing must be replaced. Speed Class is 19. Explosion does 8D6 on everything within a 20 square foot area. Each loaded tube weighs 35 pounds (16kg). Readily ignites hydrogen.

Anti-Aircraft Missiles	12D6	12,000ft	\$28,000ea
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Anti-aircraft missiles have built-in infrared sensors for tracking the enemy target. Speed Class is 29, T.M.F. is 3. Explosion does 12D6 on everything within a 40 square foot area (12.2m). Each missile weighs 250 pounds (112kg). **Range:** 12,000ft (3657m).

Airship Armor

Armoring a flying vehicle helps protect it from enemy fire. However, all that armor is heavy and the airship's cost is greatly increased for every section of armor installed.

CREW COMPARTMENT ARMOR

Armor can be installed for each crew station on a vehicle. Each crew station armor must be bought separately.

Light Armor with Plexiglass Windows

A.R.: 12 — S.D.C.: 250 — \$6,000

Medium Armor with Plexiglass Windows

A.R.: 14 — S.D.C.: 350 — \$9,500

Heavy Armor with Plexiglass Windows

A.R.: 16 — S.D.C.: 450 — \$17,500

DRIVE ENGINE ARMOR

Protects the drive mechanism from enemy fire. One set of engine armor is allowed for each engine.

Light Armor

A.R.: 12 — S.D.C.: 200 — \$2,800

Medium Armor

A.R.: 13 — S.D.C.: 300 — \$14,000

FUEL COMPARTMENT ARMOR

This armor protects serves two functions. To protect the fuel area from enemy fire. And to protect the vehicle crew from the explosion when and if the fuel get hit. Only one set of fuel armor per vehicle allowed.

Light Armor

A.R.: 10 — S.D.C.: 100 — \$1,000

Medium Armor

A.R.: 12 — S.D.C.: 150 — \$4,000

Heavy Armor

A.R.: 15 — S.D.C.: 200 — \$9,000

LIFT GAS COMPARTMENT ARMOR

Protects the gas compartment from being penetrated. Only one set of gas compartment armor per airship is allowed. Unlike other improvements, gasbag armor is added to the payload of the airship. This makes the ship that much more difficult to move and lowers the other cargo that can be lifted.

Light Armor

A.R.: 11 — S.D.C.: 120 — \$2,500 — 500 pounds

Medium Armor

A.R.: 13 — S.D.C.: 160 — \$14,000 — 900 pounds

Heavy Armor

A.R.: 15 — S.D.C.: 240 — \$32,000 — 1,300 pounds

GONDOLA ARMOR

This armor protects the entire gondola. This armor must be penetrated before the cargo or crew in this chamber are hit. Only one set of gondola armor per vehicle is allowed.

Light Armor

A.R.: 7 — S.D.C.: 300 — \$2,500 — 500 pounds

Medium Armor

A.R.: 8 — S.D.C.: 500 — \$10,000 — 1,200 pounds

Heavy Armor

A.R.: 9 — S.D.C.: 900 — \$50,000 — 4,000 pounds

STEP 4: Optional Modifications & Equipment

All airships come with the following standard equipment: joystick and pedal controls, engine condition readouts, seats and seat belts. All other features must be purchased separately.

Anti-Missile Chaff: When triggered, a canister is dumped overboard.

This spills out long ribbons of aluminum designed to decoy enemy anti-aircraft missiles, and disrupt radar signals. **Cost:** \$100 each.

Basic Radar Display: Displays a long-range scan of most objects in the sky, Size Level 9 and greater. Also shows the profile of the ground, clearly outlining towers, mountains, and high buildings. Range is 15,000 feet. Must have a working generator or battery to function. **Cost:** \$8,000.

Battery: This electrical battery will power most lights, controls and devices for up to six hours. Automatically recharges when a generator is working and connected. **Cost:** \$300.

Exterior Lights: Signal lights that outline the airship. Used for landing, signalling, and to avoid accidental collisions in the dark. Must have working generator or battery. **Cost:** \$1,200.

Generator: Hooked up to the airship's engines, or, if manually powered, to the main propeller shaft, it will generate electricity for lights and devices. **Cost:** \$3,000.

Instrument Panel: Dials that indicate the status of the airship, including altitude, air speed, compass, and the pressure in the gasbag. Also displays the rpm (revolutions per minute of all propellers). Must have a working generator or battery. **Cost:** \$600.

Interior Lights: Inside electrical lights. Must have a working generator or battery for them to function. **Cost:** \$500.

Loudspeaker: Simply a large speaker/amplifier mounted outside the vehicle. Can be heard clearly over vehicle noise up to 500' away. Requires a working generator or battery. **Cost:** \$400.

Luxury Accommodation: A decorated living area with beds (from 1 to 6), small kitchen with sink and stove, bathroom with shower, conference/dining table, panelling and carpeting. **Cost:** \$15,000.

Machine Shop: Complete machine shop with all necessary tools for working on an airship engine. **Cost:** \$10,000.

Nightsight Camera/Monitor: A forward mounted camera sees into the darkness and relays an amplified image to a monitor in front of the driver. Range is 2,000ft and the camera clearly shows ground-based

buildings, vehicles and creatures. Imaging is too slow to see aircraft. Any bright lights, including the vehicle's own exterior lights, can blind the nightsight camera. **Cost:** \$34,000.

Pontoons: Large skids mounted under the gondola that can be used for landing on water. **Cost:** \$300.

Pressurized Cabin: Crew compartment is airtight and comes with an onboard air supply. Good against poison gas, smoke, high altitude, and the vacuum of outer space. Not effective underwater. **Cost:** \$200,000.

Searchlight: High-powered spotlight. Can be controlled by the pilot or another crew member. Requires a functional generator or battery. **Cost:** \$400.

Two-Way Radio: Long-distance radio. Must have a working generator or battery to operate. **Cost:** \$1,500.

Winch and Cable: Woven fiber cable about 3,000' long and with a hook on one end. The amount of weight that can be pulled up depends on the P.S. of the characters doing the cranking. Virtually any weight can be lowered by slowly locking and unlocking the winch. Remember to count any new weight into the airship's payload. **Cost:** \$1,000.

AIRSHIP REPAIR AND MAINTENANCE

Repairs: Mechanics rates vary according to labor and part costs. S.D.C. damage to airships is very expensive and can cost from \$40 to \$240 (roll 4D6) per S.D.C. point to fix.

Engines, linkages, fuel lines, and the like, will cost about \$1,500 for labor and from \$3,000 to \$18,000 (roll 3D6) for parts.

Repairing lost Speed Classes is also extremely expensive, from \$2,000 to \$12,000 (roll 2D6) per level.

Major engine damage, from enemy fire or from malfunction, can run from \$30,000 to \$180,000 (roll 3D6). Replacing an engine costs ½ the cost of the vehicle's Speed Class.

NOTE: Mechanics who "borrow" a hangar's tools and equipment are expected to pay for the time, usually around \$150 an hour.

Modifications: Characters may also pay for improvements and modifications to their aircraft. Modification costs will depend on parts and labor as determined by the GM.

AIRSHIP SUPPLIES

1. Hydrogen.
2. Helium.
3. Fuel Oil.

AIRSHIP COMBAT RULES

As with every other kind of combat in the TMNT system, the main idea is *keep it simple and quick*. Airships are just floating weapon platforms. They don't have enough maneuverability for any kind of dogfighting. Distance fire and boarding are about the only two options available for destroying any enemy Airship. For more detailed air combat, see the appropriate section in **Road Hogs and Heroes Unlimited**.

DETERMINING INITIATIVE

As with the sailing ships of old, it's hard for one airship to sneak up on another. They're generally out in plain sight of one another, and they can usually see each other from several miles away. So combat initiative just depends on the individual rolls of the pilots and weapon-firing characters involved.

Of course, anyone who manages to sneak up on an airship, say, while the craft is cloud-bound or in total darkness, will automatically get the initiative.

SHOOTING UP AT AIRSHIPS

Characters on the ground are at a great disadvantage when shooting up. Everything, from gravity to the strange trajectory of the bullets, to distance, conspires against the ground-based shooter. Weapons firing up at an airship have only one half their normal range, because the bullets are fighting gravity. *All shots made from the ground are at a -4 to Strike penalty.*

SHOOTING DOWN FROM AIRSHIPS

Anyone firing down from an airship at earth-bound targets is at a natural advantage. Weapons fired down from an airship have *double range*, because gravity is helping to pull down the projectiles. There are no penalties for shooting down, except for normal distance modifiers.

AIRSHIP-TO-AIRSHIP SHOOT-OUTS

When it comes to long-range fire, airship weapons can fire at each other as long as they're in range. Neither side has any bonuses or penalties to fire.

AIRSHIP DIRECT ENGAGEMENT

This is an attempt by an airship to come close enough for boarding. In order to engage an opposing airship, a vessel has to be able to overtake his opponent by using speed. In other words, either the attacker has to be faster, or both parties must deliberately slow down to engage each other.

AVOIDING ENGAGEMENT OPTIONS:

1. **Speed.** If the fleeing airship is faster, they'll automatically be able to avoid being boarded.

2. **Increasing Altitude.** This is done by: releasing all spare hydrogen or helium gas from tanks into the gasbag, burning up fuel to superheat the air, or cutting loose all ballast or heavy cargo.

The problem with *increasing altitude* is that it tends to ruin the airship's ability to function. That's because the airship either loses all its spare lifting gas, or a lot of its heating fuel. And, without ballast, the only way to go down is by venting gas, which usually means that once you go down, you're likely to *stay* down.

The other problem with *increasing altitude* is that the pursuer can easily keep up, either by also increasing altitude or by simply following and waiting. Remember, the relative speed of the airship doesn't change if one goes up, so the pursuer can just keep following, playing a waiting game.

3. **Fast Dive.** Not really an effective escape, because the pursuing airship can always follow. Also, when the fleeing airship is directly *below* the pursuers, it's possible for the pursuers to send down grappling hooks and boarding parties on lines. The only advantage to a dive is that if the defender goes all the way down to the ground, the attacker may *choose* not to follow.

JOCKEYING FOR POSITION

Once engaged in combat, it's always an advantage for an airship to be *above* the enemy.

To determine who gets to be *above*, both airship pilots should attempt to roll under their Pilot Airship base skill on percentile. If both succeed, or if both fail the rolls, then the airships will be considered *level* with each other for the engagement. However, if one loses the roll and the other succeeds, then the loser's airship will be considered *below* the winner.

While *directly above* an engaged enemy, that airship can fire down at the enemy's gasbag at will. And the lower airship can't return fire because their own gasbag is blocking them.

BOARDING

Once engaged, and after the jockeying for position is finished, characters from either airship can start performing any of the following boarding actions:

1. **Grappling.** This involves using rope and grappling hooks (or just plain weights, since there's plenty of loose rigging on an airship). Individual characters from either airship can attempt to attach the two vessels together. All it takes is a normal roll to Strike (a 5 or better on twenty-sided) for successful grappling.

If one airship is *above* the other, then all grapples are automatic and the lower airship can not grapple in return.

Once two airships are attached, the characters can use the lines to cross over from one to the other. Of course, it's always possible for characters from either side to attempt to cut the connecting lines.

2. **Direct Boarding.** Characters can always try jumping, leaping or swinging across the distance between two airships. Any character making an individual crossing must Roll to Strike (4 or better on twenty-sided, normal P.P. bonus applies). A miss means that the character failed to grab onto the airship's rigging. Missing also means the character will fall overboard. Obviously, safety lines and swing lines make airship boarding a lot safer!

When an airship is above another, jumping down onto the enemy's gasbag is automatically successful, while characters from below can't attempt to board.

NOTE: Flying or Gliding characters can always board an airship automatically.

AIRSHIPS VERSUS AERIAL COMBAT

Any time an airship has to engage conventional aircraft, like airplanes and helicopters, or even winged mutant animals, it becomes a straight weapon platform. The airship, for all the speed that it might have, is incapable of dodging. Of course, any weapons on the airship can continue firing on any incoming aircraft, without penalty. And, if the airship is faster than the attacking flyers, it may escape the combat.

DAMAGE AND CRASH RULES

Impact Damage

Vehicle Payload

under 1,000 pounds — 1D6 per 10mph
1,000 to under 9,000 pounds — 1D8 per 10mph
9,000 to under 50,000 pounds — 1D10 per 10mph
50,000 to 1,000,000 pounds — 2D6 per 10mph
over 1,000,000 pounds — 3D6 per 10mph

NOTES:

1. "Vehicle Payload" refers to whatever the vehicle happens to be carrying at the time of the crash.

2. So long as an airship is inflated, it will not take crash damage. However, if the gasbag is destroyed, then damage is based on relative speed. Collision with a stationary object (Ayer's Rock, Sydney Opera House, the Earth) results in both the object and the vehicle taking damage based on the vehicles speed. Objects colliding head-on add their speeds together to determine damage. Finally, if a vehicle crashes into the back of another vehicle moving in the same direction (presumably moving a little slower), then the difference between the two speeds determines the damage.

3. Two inflated airships crashing into each other do no damage whatsoever, other than tangling their riggings. That's because most of the impact is absorbed by the flexible gasbags.

4. Characters wearing seat belts take only half damage from crashes. Characters not wearing seat belts take double damage from crashes.

5. If an airship's gasbag is completely destroyed, or blows up (hydrogen!), then the crash will be straight down. How fast the airship is going when it hits depends on how high it started from. A good rule

of thumb is 10 mph for each 100 feet of height, with a maximum impact speed of 180mph. If the airship was moving over 40mph when the gasbag opened up, then that speed should also be added to the crash speed.

Airship Target Table (Optional)

Player characters should "call" their shots when firing on enemy airships. This means they should tell the game master exactly what they are aiming at. Choices include the gasbag, the crew compartments, the fuel tank, or the engines. The following table is set up so the game master can determine hit locations for *non-player characters*.

01-05 Crew: One of the crew is being shot at. If the crew member is armored, then the Strike roll must be greater than the A.R. of the armor in order to hurt the character. Otherwise, the armor takes the damage.

06-10 Fuel Tank: Depending on the Strike roll, the damage will be taken by the fuel tank armor or will penetrate the tank. If the tank is penetrated roll on the following table:

- 01-50 Tiny leak develops; no real problem.
- 51-70 Serious Leak; fuel will run out in ½ normal time.
- 71-95 Large hole; fuel will run out in 2D6 Melee Rounds.
- 96-00 Fuel catches fire; will explode in 2D6 Melee Rounds.

11-15 Engine: If the Strike roll exceeds the engine armor's A.R., then the engine will take damage. Roll on the following table:

- 01-40 Minor Damage. Reduce Speed Class by 1.
- 41-55 Engine Stalls Out. Pilot must roll under Pilot Skill (without Air-to-Air bonus) in order to restart it. Can only roll once per melee round.
- 56-70 Engine Catches Fire. Speed Class goes down by 2D6. If the fire is not extinguished in 4D6 melee rounds, it will spread to the fuel lines.
- 71-00 Engine Becomes Irregular. Speed Class drops 1D6.

16-20 Cargo: From 10% to 60% (roll 1D6) of the cargo is ruined.

21-90 Gas Container: When enough damage is taken, the airship will start to sink. Shots into hydrogen run the risk of detonating the gas. 5% chance with standard bullets, 20% with flaming arrows, and 80% with incendiary ammunition.

91-00 Vehicle Random Damage: Roll on Air Vehicle Damage Table.

Airship Damage Table (Optional)

Any time a shot on an airship penetrates the armor, either by a roll over the vehicle's A.R., or when the A.R. has been depleted, there is a chance that the vehicle may be crippled by the damage.

01-05 Control Mechanism Shot Out. Propellers stop turning. Airship starts to drift in the wind.

06-08 Rigging Shot Out Gondola starts to pull loose of the gasbag. A second shot in this area and they'll separate.

09-12 Streamlining is Warped. Air resistance drops Speed Class by 1D6. If that drops it to zero or less, then the airship simply starts moving with the wind.

13-15 Hole in Engine Cooling System. Over the next 6 melees, engine will get hotter and hotter. After that, there's a 20% chance every melee that the engine will suddenly stop. Steam pours out from under the hood.

16-20 Weapon System Out. One of the airship's weapons is broken.

21-25 Electrical System Damaged Control panel inside the crew compartment catches on fire. All flying is blind until the fire is put out. All Pilot Rolls are at a penalty of -30.

26-30 Pilot Controls Damaged. Airship starts to drift with the wind.

31-50 Cosmetic Damage. Airship loses paint and trim. Looks bad, but no real damage.

51-60 Navigation Equipment Destroyed. All further navigation must be done by dead reckoning. Navigator takes a penalty of -35% on all further rolls.

61-65 Exterior Electronics Disabled. Any electronic devices on the outside of the vehicle are destroyed. Includes radar and radio antenna.

66-70 Battery Destroyed. Not a problem right away, but the vehicle can't be started again without a jump or a replacement.

71-75 Alternator/Generator Wrecked. The vehicle stops recharging itself and is running off battery power alone. Will work for 3 to 18 melee rounds (roll 3D6) before draining the battery, then it'll quit.

76-85 Stall! Engine linkage temporarily disturbed. Pilot can roll under Skill on percentile to restart. Can try once every Melee Round.

86-90 Serious Gas Leak. Like a toy balloon with a leak, the gasbag of the airship will start venting. This results in uncontrolled acceleration, rolling over or spinning. Pilot must roll under Skill every Melee Round to avoid going down.

91-00 No serious damage.

EMERGENCY LANDINGS

Unlike conventional aircraft, airships usually land gently. An engine conking out isn't even a problem, because the craft will just drift. Losing altitude is only serious when there's a catastrophic gas loss (like when the whole bubble bursts, or when a hydrogen bag ignites), then it means crashing into the ground, possibly at high speeds.

Surviving Disasters with Parachutes, Ejection Seats and Dumb Luck

Airship crashes are pretty deadly. The best way to escape getting hurt is to get out before the vehicle hits anything. Here are two ways to escape:

Parachutes must be used before the vehicle is too close to the ground. So long as the vehicle is at least 200 feet up, the character will survive unharmed.

Dumb Luck comes into play when the character has no other choice. Even the worst crash can be survived if the character can roll a 20 or less on percentile. Success means they are thrown clear and take only 4D6 damage. Failure means taking full damage from the crash.

ADVENTURES

ZEPPELINS TO THE RESCUE!

NOTE: Moderately difficult, this is a good adventure for introducing airship combat. It requires quick thinking and teamwork, but no other special skills, powers, or abilities needed. Suitable for any level characters. Must have at least one Airship Pilot/Captain player character. Other useful characters would be those with flying or gliding abilities, although none are necessary. Otherwise, works best with either a group of six or more players, or if not enough players are available, bring in a few dynamic NPCs.

PLAYER BACKGROUND:

Before getting started, the player characters should have the opportunity to put together their own airship. It should be a Zeppelin with a Speed Class of at least 2. Leave the details of weapons and armor to the players. If they don't already have an airship, give them a budget of \$60,000 and let them design their own. When they're ready, read the following:

"Having finally finished all the preparations on your new airship, the group of you are standing on the grounds of the airfield. You are filled with pride, looking at your airship, when suddenly, you hear a commotion off to the west.

"Looking in the direction of the shouts, you see one, two, three, four . . . No, *five!* Five Jakartan airships passing by to the west of you."

Anyone studying the enemy airships through binoculars or with Advanced Vision should notice the following:

"Significantly, you notice no smoke coming from the Jakartan airships. That means they are probably not lifting on hot air. Could be hydrogen . . ."

If someone asks where they think the airships might be going, answer:

"The trajectory of the enemy airships seems to indicate that they are on a straight line with New Footscray, which, in case you've forgotten, is the new factory that's manufacturing all the sub-machineguns, grenades, radios and assault rifles for all the Tassie and Dreamtime forces. One Anti-Metal Virus (AMV) bomb in the right place, and . . . Well, an Anti-Metal Virus bomb would completely destroy the factory."

GAME MASTER INFORMATION:

Not exactly the height of military subtlety, the Jakartan attack plan is simple: Get over the new industrial complex, drop all the conventional bombs to open up the roofs and other protective shields, then Drop the AMV-Acid bombs to destroy the factory machinery.

Obviously, the five Jakartan airships are on their way to bomb New Footscray. And it's up to the player characters, and a few NPCs, to prevent it from happening.

To the players' advantage, the Jakartan airships are all *manually powered*. That means that just about any motorized Tassie airship should be able to catch up. Of course, catching up doesn't necessarily mean winning. To win, the player characters will have to defeat one airship, then catch up with a second one, and defeat it also, etc.

The game master should also assume that there are two other Tassie airships on the airfield, both eager to engage the Jakartans.

CLUES AND ENCOUNTERS:

Here's a quick play-by-play of how the adventure should proceed:

1. The players are alerted to the threat by the Player Introduction. Give them a chance for a few questions, then, when they seem to be spinning their wheels, remind them that the Jakartan craft are getting away. If they need another prompt to action, inform them that two other airships have just taken off from the field in hot pursuit.

2. Players should run through take-off, and, if it hasn't already happened, witness two other airships entering into the fray.

3. Player airship pursues. As they gain on the Jakartans they'll have opportunities for long-distance fire. Bear in mind that the Jakartans will be firing back when they are in range, but that the oarsmen will stick to their task.

4. As the two other friendly airships move into engagement, the player character pilot will have the chance to pick a target. If there's some confusion, explain that all the Jakartans look alike, are equally fast, and spread out, so that either the right, left or center one can be attacked. You can use the "Boarding Procedure" section as a guide.

Of course, a close engagement is the players' choice; it may turn out that it's practical for them to destroy an airship or two from the distance.

5. If the players manage to pull it off (to wreck one of the Jakartan airships), then fill them in on what is happening elsewhere. One of the friendly airships is pulling away from a ruined Jakartan and starting after the two Jakartans off in the distance. At this point, the player characters should pick up the pursuit again. Behind them, the two airships still engaged in combat are both starting to drift downward. They'll have just enough time to catch up with the Jakartan as it comes in sight of New Footscray.

6. Once again, the player characters have the choice of distance fire or engagement. Except now, distance fire is risky. If they don't stop the enemy soon enough (within four melees), he'll be close enough to bomb the factory. That pretty much should force the player characters to engage. Again, use the "Boarding Procedure" to moderate the combat.

7. If the characters succeed in destroying this second Jakartan, and if they've still got any fight left, then they can come to the rescue of the other Tassie ship. By that point, it will be fully engaged, but its crew will be tired and outnumbered.

8. Finally, if all the Jakartans are destroyed, the factory will be saved and the characters will be heroes. Otherwise, if even a single Jakartan gets through, the factory will be destroyed and the production of militia arms will stop for several months.

BOARDING PROCEDURE

A. Nearing the enemy airship, it's up to the pilot to jockey for position. Assume the Jakartan pilot has a skill of 70% (4th level). Meanwhile, all the other characters can continue firing with distance weapons.

B. Boarding operations should commence. All the Jakartans will leave off their rowing and attempt to repel boarders.

C. At this point, it might be a good idea to remind the players that killing all the Jakartans is not the main objective; the idea is to cripple the Jakartan ship. This can be done with weapons, flame, or just by ripping out controls or cutting apart rigging. After all, those Water Buffalo are tough.

D. Once the airship is disabled, it's usually a good idea to disengage. Especially if there are other enemy airships still headed toward the target area.

MODIFIED JAKARTAN TWENTY-MAN FRIGATES

There are five (5) of these airships. Each carries 20 rowers, all first level mutant Water Buffalo (S.D.C.: 80, 20 Hit Points), one Buffalo Breveret Officer (4th level, S.D.C.: 85, 35 Hit Points), and two human officers, each Sergeants (4th level, S.D.C.: 15, 20 Hit Points). Each character has two crossbows, and a machete.

The airship has the same attributes as the standard Jakartan Twenty-Man, except that they are filled with helium. There are 24 Conventional Bombs and only 8 AMV-Acid Bombs on board each one.

DREAMTIME WALKABOUT

NOTE: An adventure of moderate difficulty that involves coming into contact with supernatural elements of the dreamtime. Although a Mabarn power, or other psionics, would be useful, they're not required. No minimum number or level of player characters.

PLAYER BACKGROUND:

Players are to meet with Bill Gaborikee, an old man Aborigine. Here's what he has to say:

"Eighteen people have died in the night near Peedamulla Hill in 'Noala land, far to the northwest. Not normal deaths. People in 'Noala land say that a 'Mamu, a dingo spirit, is doing the killing. I am going to walkabout 'Noala land. Maybe find out. Maybe find out in dreamtime. Maybe not. You mob want to come with me?"

Bill will answer a few questions (no more than six) and then he'll say:

"Long walkabout ready. Need to take airship right soon. Go look for airship ride now."

With that, he'll leave the room. Any characters who are going along should follow him. He'll either hitch a ride for himself and any followers, or, if the player characters have an airship, he'll ride with them.

He really doesn't know much more about the problem, except for the following two things:

"Dreamtime is powerful in Peedamulla Hill. Long time ago, before I became a man, Grandfather took me to that place. Grandfather, he call out to 'Mamu Peedamulla, introduce me; say,

'Mamu, this is my grandson; grandson, this is 'Mamu! Wonder if 'Mamu will remember me.'

GAME MASTER INFORMATION:

Of course, this problem sounds like something right out of *Beyond the Supernatural*! A dreamtime spirit monster on a rampage! The truth is just as dangerous.

Jakartan scientists have developed a device to make characters nearly invisible. This man-portable camouflage device generates a three-dimensional hologram, making the wearer extremely difficult to see. It's not perfect, it just takes the idea of camouflage paint to a logical extreme.

Using it to best advantage, they've sent in a crack team, including an awesomely powerful mutant human, into the area. The idea is for the Jakartans to pretend to be murdering spirits, and by so doing, scare everyone out of the area.

It's up to the characters to reveal the true villains, and protect old Bill Gaborikee from being murdered.

ENCOUNTERS:

STEP 1: Arrival in 'Noala Land

From the moment they arrive at the edge of 'Noala land, 20 miles (32km) from the hill, Bill will insist on getting out and doing a "walk-about" for the rest of the way.

Only an occasional mutant animal will be seen in the area, and most of those are hurrying off to somewhere else. If questioned, they'll all say pretty much the same thing:

"Haven't you heard? There is a 'Mamu spirit at Peedamulla Hill! It killed old Ben last night; he last of the human Aborigines in these parts! I'm getting out of here and I'd recommend that you do the same."

If questioned, the locals will explain that 26 people have now died, including 8 human Aborigines. One of the dead was Peter Ebisna, a mutant Wallaroo Mabarn, whose protection from spirits did him no good at all. They will also say that all were killed late at night, with slashes to the body.

STEP 2: Peedamulla Hill

After a couple of days of walking, and Bill won't travel any other way, the party eventually arrives at the hill. By this time, the Jakartans will have probably spotted the characters. The Hill itself is riddled with caves, an easy place to hide, especially with their new devices to help. Finding the Jakartans will require careful searching for clues, or using psionics.

NOTE: Knowing that their device can't hide scent, the Jakartans have been covering themselves with a concentrated dingo scent.

STEP 3: Cat and Mouse

The stage is now set for the stalking to begin. Jarwal is adamant about waiting until dark before attacking. At that point, his objective will be to kill Bill. As soon as night comes on, Jarwal will start moving among the characters, attempting to get close enough to kill Bill with a machete.

Whether or not Bill manages to survive will depend on how well the characters set up their defenses, and how well they react.

STEP 4: Summoning the 'Mamu

Unless the player characters manage to defeat the Jakartans, Bill Gaborikee may be forced to call on the 'Mamu of the hill. He'll only do this if he learns about the Jakartans, and if the lives of the player characters are in danger. He must do this as part of a singing ceremony. He will continue with the ceremony until he summons the 'Mamu forth.

In practical terms, it will take a roll over 8 on twenty-sided to summon the 'Mamu. Bill can try once per melee round. Each person who joins in with Bill's singing will give him a bonus of +1 to his roll. And if someone starts to play the Djijeridoo, it'll add another +2 to the roll.

If the 'Mamu is summoned, it will obey Bill, and will destroy the human and water buffalo invaders. Which will just leave the players the job of cleaning up and returning.

NPC CHARACTERS:

Jarwal Ahmed Imman

A super-powered mutant human with oversize, pointy ears. He is leading the secret mission to clear this section of the coast for a new Jakartan invasion.

Alignment: Aberrant

Attributes: I.Q.: 15, M.E.: 8, M.A.: 13, P.S.: 13, P.E.: 20, P.P.: 12, Spd: 17

Size Level: 8 **Height:** 5ft 4in

Hit Points: 38 **S.D.C.:** 110

Plus: Jakartan Plastic Armor **A.R.:** 16, **S.D.C.:** 110

Disposition: Incredibly cocky and overconfident. He figures that this assignment is in the bag. He also will try to keep the mutant water buffaloes from directly participating, since he wants to grab all the credit himself.

Powers:

Energy Expulsion: Fire, does 7D6 damage per blast, +3 to Strike

Flight — Wingless: Can fly without any visible means of propulsion, up to 200mph. While in flight, he has an extra attack per melee, +2 to Strike/Parry, and +4 to Dodge.

Healing Factor: Automatically heals 18 S.D.C. and 4 Hit Points per hour. Twice a day, he can heal 2D6 Hit Points instantly, and fight indefinitely without getting tired. Resistant to fire, cold, and poison.

Level of Experience: A Breveret Officer (5th level) of the Jakartan Military.

Skills: Climbing Demolitions Disposal (75%)
Demolitions (75%) Running

Weapon Proficiencies (all 5th level):

W.P. Automatic (Assault) Rifle
W.P. Crossbow (including Ballistic Crossbow)
W.P. Grenade Throwing
W.P. Machete
W.P. Sub-machinegun

Combat Skills: while using the cloaking device.

Hand to Hand: Assassin, 5th level

Attacks per Melee: 4

Bonuses: +6 to Strike, +6 to Parry, +8 to Dodge, +4 to Damage, +2 to Roll with Punch/Fall.

Combat Skills: while using super powers of Flight and Fire.

Attacks per Melee while in Flight: 5

Bonuses: +7 to Strike, +4 to Parry, +7 to Dodge, 7D6+4 to damage per fire blast, +2 to Roll with Punch/Fall.

Special Weapons: Uses a machete, 1D8 damage; also has a revolver.

Slammy

Alignment: Aberrant, Anarchist or Unprincipled

Attributes: I.Q.: 12, M.E.: 15, M.A.: 6, P.S.: 19, P.E.: 17, P.P.: 14, Spd: 14

Size Level: 13

Weight: 280 pounds **Height:** 6ft 2in

Hit Points: 27 **S.D.C.:** 55

Disposition: Slammy whines aloud, complaining to Jarwal about everything, self-centered.

Natural Weapons: None

Human Features: Hands — Partial
Biped — Full
Speech — Partial
Looks — None

Psionics: Sixth Sense

Level of Experience: Sergeant, 3rd level



Skills:

Hand to Hand: Expert, 3rd level

Weapon Proficiencies (all at 3rd level):

W.P. Crossbow

W.P. Machete

W.P. Projector (Acid or AMV)

Combat Skills (with Cloaking device)

Hand to Hand: Expert, 3rd level

Attacks per Melee: 4

Bonuses: +2 to Strike, +6 to Parry, +8 to Dodge, +4 to Damage, +2 to Roll with Punch/Fall

Mutant Water Buffalo with Cloaking Device

All are the typical Jakartan types, except they have the following combat abilities when using the new device. There should be one typical buffalo for every player character.

Combat Skills with cloaking device

Hand to Hand: Expert, 3rd level

Attacks per Melee: 4

Bonuses: +2 to Strike, +6 to Parry, +8 to Dodge, +4 to Damage, +2 to Roll with Punch/Fall.

Molection Agitator (The Cloaking Device)

The wearer and anything contacting the wearer, up to 18 inches away, is cloaked by a hologram. This visual image is simply a reproduction of whatever is on the other side of the character. In bright daylight, the device is only effective as long as the character remains still. This is because the image tends to flicker as it refreshes itself with new backgrounds.

It's during the night when the device becomes truly effective. Then the character becomes completely invisible. Note that the character still makes noise and smells, and leaves footprints.

The device comes in a medium-sized back-pack, weighing about 20 pounds (9.1kg).

Duration: Built-In Batteries will only last for about 20 minutes.

Solar Cell Recharger: In direct sunlight the unit will charge up in just 2 hours, even while still in use.

Bonuses: +2 to Strike, +4 to Parry, +8 to Dodge (already added in for the NPCs.)

Bill Gaborikee

He is widely respected for his wisdom among the Aborigines. Although he is not exactly a sorcerer, his power and knowledge of dream-time are substantial.

Alignment: Principled

Attributes: I.Q.: 17, M.E.: 13, M.A.: 14, P.S.: 3, P.P.: 8, P.E.: 8, P.B.: 9, Spd.: 10

Age: 74 **Sex:** Male **Size Level:** 7

Weight: 110 **Height:** 5ft 2in

Hit Points: 33 **S.D.C.:** 12

Disposition: Distracted, very vague and unfocused, given to smiling quietly over unknown things. He is also very kind and warm, especially to lonely or troubled characters.

Powers: None, although he knows the rite for calling forth the 'Mamu from Peedamulla Hill.

Psionics: None

Level of Experience: 13th level Sorcerer

Weapons Proficiencies:

W.P. Boomerang

Skills/Training:

All Aborigine Skills at 98%

Attacks Per Melee: 1

No Bonuses to Strike/Parry/Dodge/Damage, except with Boomerang.

'Mamu The Dingo Creature

This supernatural creature is similar to a werebeast (Beyond the Supernatural) but is more of a guardian creature. According to its ancient vows, it will obey and protect the ancestral keeper of the hill. In other words, it will respond to Gaborikee's summoning and requests.

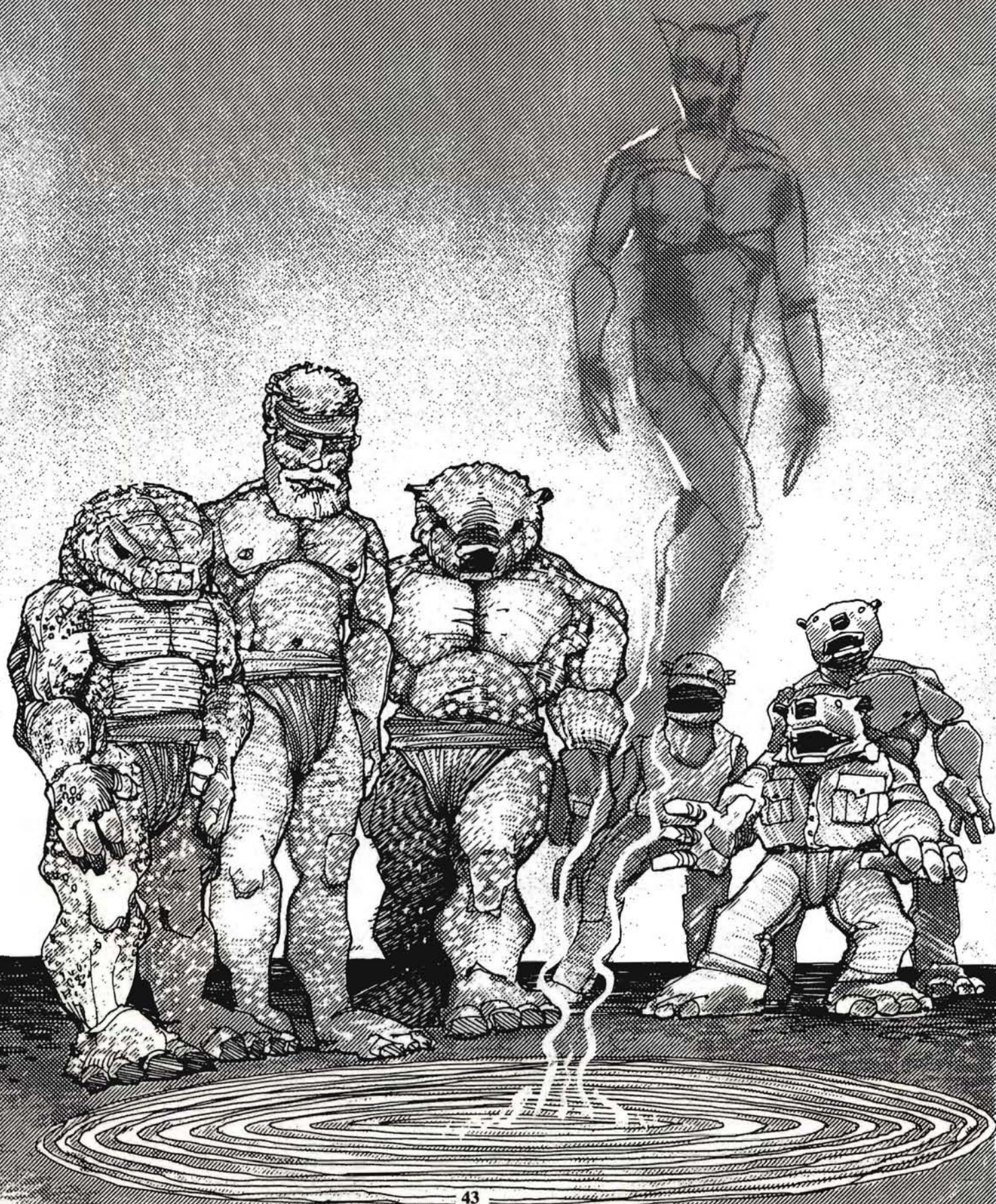
Alignment: Miscreant

Size Level: 11

Weight: 230 pounds **Height:** 6ft 8in

Hit Points: 38 **S.D.C.:** 64

1A5018



Disposition: Utterly ruthless towards anything it sees as threatening to itself or its territory.

Human Features: Hands — Varies
Biped — Varies
Speech — Varies
Looks — Varies

Powers: Impervious to all normal weapons, poisons, toxins, drugs, gases, fire, energy and explosives; however, physical attacks can knock the creature down and explosives will stun it for 1D6 melee rounds. The dreamtime creature is only vulnerable to magic, psychic attacks and ritual.

Prowl (80%)

Advanced Smell

Nightvision (300ft/91m)

Bio-Regeneration (total recovery every 24 hours)

Summon and Control Canines

Tongues

Self-Metamorphosis; can change from full *dingo* shape to full *human* shape. Along the way it can also change all other human features, including Hands, Biped, Speech and Looks.

Psionics:

Sixth Sense

See the Invisible

Mind Block

Natural Weapons: 1D6 Claws, 2D6 Teeth

Attacks Per Melee: 4

Bonuses: +2 to Strike, +2 to Parry, +3 to Dodge, +6 to damage.

Other Abilities:

+2 to Save vs Magic

+6 to Save vs Horror Factor

Notes on using Mutants Down Under with Beyond the Supernatural:

The "Old Men" of the Aborigines should all be considered to be initiates in some form of the supernatural arts. Typically, they will be **Psychic Sensitives** or **Psychic Healers**. Even more often, they will be **Sorcerers**, the equivalent of the *Beyond the Supernatural* **Arcanist**.

Some of the aboriginal skills are also useful in a supernatural game. For example, Dreamtime Lore works as the equivalent of Lore-Religion and Lore-Ghosts and Faeries, all as specifically related to the supernatural life of Australia. The Didgeridoo, beyond its simple function as a musical instrument, can be a powerful focus for Magical Rituals and Ceremonies, increasing the power of any dreamtime incantation or magic. And Songlines would be comparable to Lore-Geomancy or Lines of Power.

THE JAKARTAN BIO-WEAPONS

NOTE: An introductory level adventure, good for any number or level of player characters.

PLAYER BACKGROUND:

Captain Prescott Mueller, a mutant emu and Tassie militia officer, will brief the player characters as follows:

"As you no doubt recall, the jungles in northern Bananaland have been growing rapidly more impenetrable for the last few years. Until recently, we thought nothing of it; that is, we thought nothing of it until, three days ago, we came across a Jakartan airship in the act of spraying something down into the jungle.

"Pursuit began immediately, and the enemy airship started to flee. At extreme range, weapons were fired. Apparently, the Jakartan's lift gas was hydrogen. It made a rather bright light.

"Which brings us to our current problem. It would seem that whoever was masterminding this little spray job has gone missing. Just twenty minutes after the crash, the wreckage was discovered. Plenty of bodies, but only all of the Jakartan slave rowers. It would seem that the crew had escaped.

"Your lot's job will be to go down into the jungle, pick up the trail of those Jakartans, and bring at least one back for interrogation."

"Prescott will answer any questions, and supply any *reasonable* material that the group may request. Unfortunately, he doesn't know much else beyond what was in the briefing.

Anyone who asks about using airships or mutant riding insects in the search will be informed that the jungle is far too thick in the area. Likewise, burning is also out of the question, since it's been raining constantly there. If asked his opinion on what the Jakartans might have been spraying, he'll respond:

"I can't say for sure, but the fact that the Tangle-Grass was a Jakartan invention would seem significant. After all, if they've got another nasty plant, why not hide it in our thickest jungle?"

GAME MASTER INFORMATION:

The Jakartan airship was spraying seeds; *mutant seeds* developed by the Jakartan's most brilliant botanist, Avi Bashintonanga. For the Jakartan's, the loss was more than that of a few soldiers, the seeds, and an airship. Avi himself was aboard the airship for a rare, personal look at his handiwork.

This means that the Jakartans will be mobilizing a massive rescue attempt. At least 40 Jakartan airships, crammed with troops, are already on their way to the jungle.

Fortunately for the player characters, the Jakartans don't have a clue as to where their airship went down. Because they've got to scatter their forces over a wide search area, the players won't run into any outrageously large forces.

Once the characters find Avi, all they have to do is hide for a couple of days. By then, the Jakartans will have to pull out and rescuers will appear.

ENCOUNTERS:

Once dropped into the jungle, the character's will have to use their tracking skills to follow the day-old trail through the wet vegetation. After two hours, they will hear the first signs of combat from overhead. Climbing up a tree, they'll discover that their airship, the one that was supposed to stay over their entry position, is fleeing the scene with two Jakartans in pursuit. Off in the distance, they can see two other Jakartan airships, one to the far north and the other to the far south, and both seem to be dropping off soldiers.

The following are just some of the *possible* encounters that can be found in the jungle. If you like, as game master, you could stick in a native population of mutant birds, cuscus, tree kangaroos, or insects. These encounters need not come in any particular order; roll a 1D6 if desired.

1. Jakartan Search Team.

Description: Each area is covered by a nine-buffalo team. They are usually split up into groups of three. Assume standard Jakartan Buffalo Brigade soldiers.

2. Catch-'Em-Grass

Description: An improvement on Tangle-Grass, it adds a feature where the blades tend to wrap-around and trap anyone who walks on them. Takes a roll under P.S. on twenty-sided to free oneself. Very small creatures can easily be permanently trapped in this grass. Travelling over this stuff by foot takes just about forever, effectively Spd. 1, because every step is a struggle. About the only way to avoid it is by going around or climbing over.



KILLER PLANT

3. Psych-Eater

Description: This plant, which looks exactly like Tangle Grass, has a specially bred psionic ability. It works just like a Mind Trap, engaging the victim's mind in a pleasant fantasy of laying under a tree and enjoying the breeze. This is an area-effect kind of thing, reaching out to any characters within 100 feet. All victims must Save vs Psionics.

Size Level: 10

4. Killer Plant

Description: A bio-engineered trap-plant. This mutant plant grows spring-loaded jaws for ensnaring and eliminating animal characters.

Size Level: 16

Natural Weapons: Eight (8) spring-loaded jaws, each have +2 to Strike and do 2D6 points of damage. All of them will automatically attack any nearby target. It takes six full hours for the jaws to reset themselves, which effectively means the thing really only has 8 attacks. Once trapped in a jaw, it takes a combined P.S. of 22 to pry the jaws open.

5. Assassin Plant

Description: The latest in Jakartan nastiness, this plant grows into something that looks absolutely harmless. Worse, no two are alike, so it's very difficult to tell which is which. About the only sure defense is having Sixth Sense.

Size Level: 8

Natural Weapons: Coiled inside the trunk of the plant are tightly bound, stiff branches. Each is tipped with a razor sharp point. When the plant is rubbed against, the branches spring straight out, impaling any nearby victims. Plant attacks with a +5 to Strike. Victims must Dodge to avoid all the spines. A successful attack means that 2D6 spines actually struck, each doing 1D6 damage.

6. Poison Spray Plants

Description: The plants generate beautiful and succulent looking

fruit. Their mutated strawberries look, taste and feel better than the real thing. The problem comes from the smell, since the plant generates a poison gas. All characters affected (those who get within 50ft/22m) must Save vs. Poison. Otherwise, the character is paralyzed for 1 to 6 (1D6) hours. No other side effects.

Size Level: 8

NPC CHARACTERS:

Avi Bashinatonanga

The Jakartan human genius behind the bio-technology. He's worked on a lot of nasty stuff. Unfortunately, he never expected to find himself down and actually in contact with his little brain children.

Real Name: Avi Bashinatonanga

Alignment: Anarchist

Attributes: I.Q.: 24, M.E.: 6, M.A.: 10, P.S.: 7, P.P.: 9, P.E.: 5, P.B.: 6, Spd.: 6

Age: 109 **Sex:** Male **Size Level:** 9

Weight: 160 pounds **Height:** 5ft 9in

Hit Points: 145 **S.D.C.:** 18

Disposition: Long-winded, boring, and given to making speeches at the drop of a hat, whether or not anyone is listening.

Level of Education: Avi is a natural genius with plant genetics.

Scholastic Bonus: +30%

Occupation: Botanical Geneticist

Scholastic Skills: Has the full range of science skills, including research, chemistry, physics and engineering, all at 98%.

Weapons Proficiencies: None

Physical Skills/Training: None

Combat Skills: None

Attacks Per Melee: 1

No Bonuses to Strike/Parry/Dodge/Damage

Personal Profile: Among the other plants Avi has created are Hydrogen Generators, used for creating hydrogen for dirigibles, Methane Generators, used for creating fuel for hot-air balloons, and highly advanced food crops, capable of producing up to five times the normal yield for their type.

Tangle-Grass was his first great invention; a pesky grass designed to simply choke out any other kind of vegetation from an area. It mercilessly leaches out all the nutrients from the soil, leaving behind nothing but lifeless sand in a matter of months. Fortunately, it's vulnerable to fire. Given dry conditions, it can be burned out easily.

Bodyguards

All that are left of the airship's crew are four Jakartan mutant water buffalo (standard type). They are armed with crossbows and machetes, and will attempt to defend Avi to the death. In fact, when faced with possible capture, they will turn their weapons on Avi and kill him. Avi is not aware of these secret instructions designed to keep him out of Dreamtime and Tassie hands.

OUTBACK ENCOUNTER TABLES (Roll Percentile)

For walking characters, roll for every four hours of travel. Characters moving 25mph or greater across the ground, roll for every two hours of travel. Characters travelling in airships, regardless of speed, roll for every hour of travel. Every eight hours of rest, the GM should roll to see what bumps into them.

01-05 Lone Wanderer. One of the thousands of solitary mutant animals who just doesn't fit into any society. Usually suspicious of strangers. Occasionally willing to help those in trouble.

06-10 Macropod Tribe. From outward appearances, this would seem to be a perfectly ordinary group of pre-mutation animals, idly grazing and hopping along. However, all have channeled their BIO-E into psionics, with only the occasional Human Hands — Full, and Human Speech — Partial.

01-40 Kangaroos	71-85 Tree Kangaroos
41-60 Wallaroos	86-95 Pandemelon
61-70 Rock Wallabies	96-00 Rat Kangaroo

11-20 Dreamtime Place. A Bululkiya, or place inhabited by the "unseen people."

21-25 Bush Tucker. The characters stumble across a particularly rich outcropping of natural food! Usually fruit, a ripe fig tree or berries. 35% chance of also encountering hostile mutant insects.

26-30 Bushrangers. From 3 to 18 (Roll 3D6) Bandits. If they outnumber the player characters, they may attempt a robbery.

31-40 Aborigine Jackaroo Drive. From 2 to 12 (2D6) "Bug Cow-boys" are riding mutant riding insects and herding from 40 to 240 (roll 4D6 times 10) large beetles.

41-50 Walkabout. A number of young mutant animals (2D6) are out walking with and learning from, a human Aborigine.

51-60 Weather Encounter:

01-50 It gets hotter	71-80 Dust Storm
51-65 Light Rain	81-90 Willy-Willy
66-70 Flood	91-00 Firestorm

61-70 Jakartan Aerial Encounter. One or more Jakartan airships passes overhead.

71-75 Giant Earthworm. Earth starts to shake and an enormous earthworm sticks its head out for a look around.

76-80 Bush Flies. Annoying; Size Level 1. Insects will buzz around, landing on everything.

81-85 Social Insect Hive:

01-10 Tiny Ants	26-40 Honey Ants	61-80 Wasps
11-25 Green Ants	41-60 Bees	81-00 Australian Bulldog Ants

86-00 Lone, Predatory Insect Encounter:

01-25 Wild Spider: treat as Wolf Spider.

26-30 Trap-Door Spider: treat as Wolf Spider, but lives at the bottom of a sandy pit trap.

31-50 Mozzie (Mosquito): same as Riding Drone Fly, but with blood-sucking proboscis. One attack per melee round; 1D8 damage first round, but then does 1D6 directly to hit points every melee round as long as it remains attached.

51-90 Beetle; treat as Riding Beetle.

91-00 Locusts; treat as Riding Grasshoppers, will appear in a swarm of from 20 to 120 (2D6 times 10).

A "DOWN UNDER" GLOSSARY: Speaking Aussie Like A Native

Australian English has a sound and style all its own. Here's a list of optional words and phrases that'll make any role-playing character a little more interesting.

Incidentally, it's easy to make up your own Aussie-sounding words. First, remember to pronounce *a's* as if they were *i's*, so "Mate" becomes "Might." Next, whenever a phrase is used a lot, shorten it, so "Good day" becomes "G'day!"

Now, for new words, the first thing you can do is add an "ie" or an "er" on the end of just about anything, so "Tasmanian" becomes "Tassie" and "Mutant" becomes "Mutie." Australians also like to occasionally address things formally, so "Alice Springs" becomes "The Alice." Finally, any regularly used phrase can be modified (and warped), so "Cup of Tea" becomes "Cuppa."

For example, characters playing Mutants Down Under might want to nickname Jakartans as "Jackies," and shorten the phrase "go up in the dirigible" to "dirge up."

NOTE: All the words below that start with (*) are native Aborigine words.

Apple Island. Another name for Tassieland or Tasmania.

Arkaroo. Aborigine word for Snake.

Aussie. Australian

Back of Beyond. Refers to anyplace that is *really* far away, especially places far away in the Outback.

Banana Bender. Anyone from the part of Australia called Queensland.

Banana Land. Nickname for Queensland.

Bara. Loosely translates as "People," so the Baiam Bara are the Pipe People. A way of identifying a tribe or songline of Aborigines.

Bardundjaridjanu. "From Dream-Spirits"

Bickie. Nickname for a dollar, but also used to describe a biscuit or cookie. "Let's take our bickie" means "Let's take a break for a bite to eat."

Billabong. A water hole in a dried up or semi-dry river.

Billmaree. A sickness an Aborigine can get from breaking a dreamtime law or command.

Billy. Tin container for boiling water to make tea, usually attached to a long cord. The cord is swung, lasso-style, over the head to mix the tea.

Bitser. Old term for a mongrel dog. Now used to describe any mutant dog with part-human, part-animal looks.

Bloody. All-purpose semi-profanity. Useful for mild cursing or as an expression of surprise.

Boboka. Aborigine word for Frog.

Boomer. Used to describe anything large.

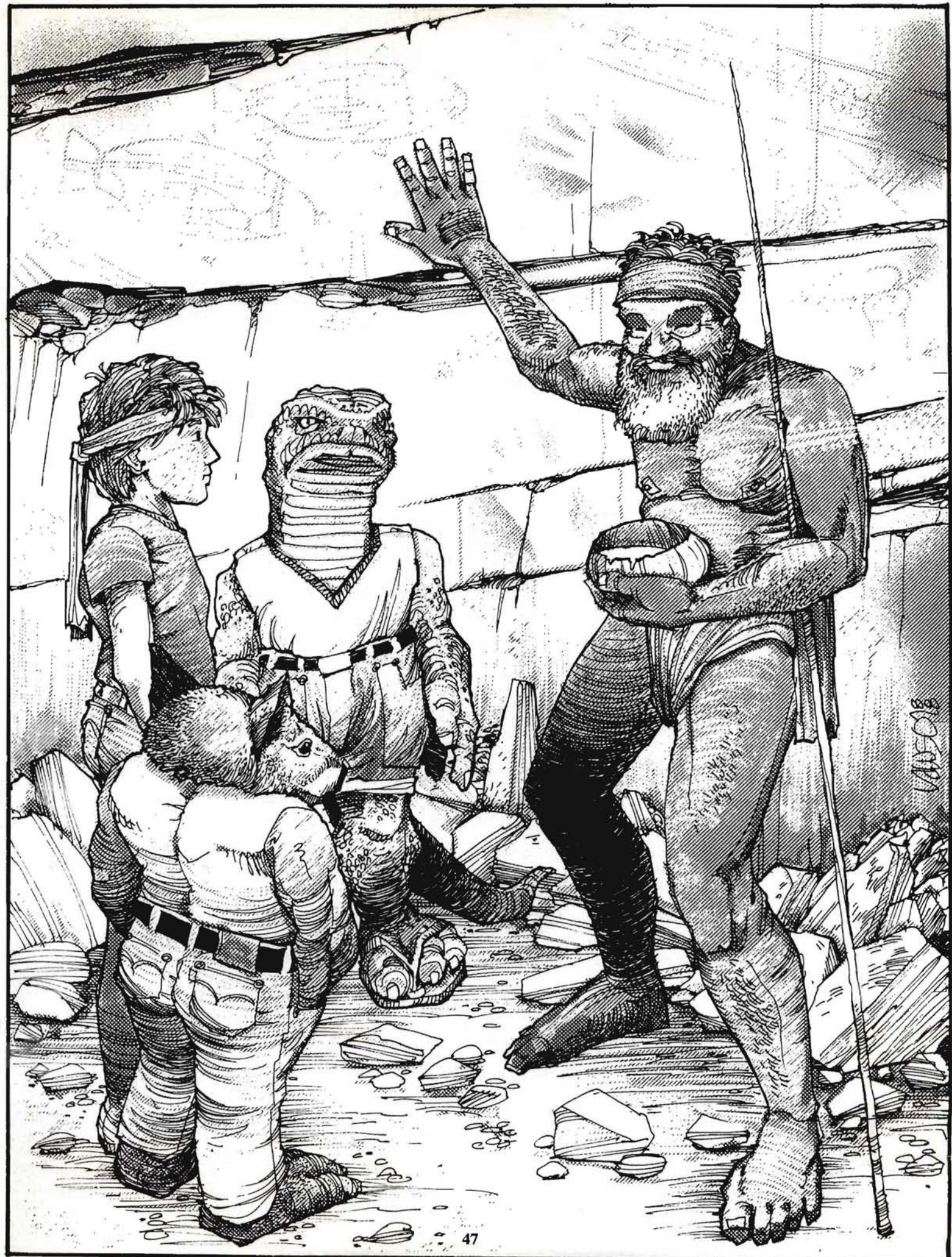
Boongaree. Aborigine word for Tree Kangaroo.

Bo peep. "I'll take a bo peep" means "I'll take a quick look around."

Brissie. Brisbane, or somebody who comes from Brisbane.

Bumby. Old term for a wild horse, now used to describe any mutant horse.

Bululkiya. Aborigine term used to describe anyplace inhabited by



unseen spirits or invisible supernatural creatures.

Bunyip. Used to refer to a mythical Australian Animal, mostly when making fun of somebody. Now used to describe any mutant animal that has Full Human Looks.

Chook. Old word for chicken, now used to describe mutant chickens.

Cobber. Word for friend.

Come a Gutser. A phrase that means "making a bad mistake."

Coolabah. A type of Box Eucalyptus tree.

Corroboree. An Aborigine word for a ceremonial dance, but now used to describe any gettogether.

Crook. A word that describes something broken, sick or no good.

Cuppa. Short for "Cup of tea."

Dill. Another term for somebody who is a fool or does something foolish.

Dillybag. A small bag.

Dinkie die. Means "The whole truth."

Dinkum or Fair Dinkum. Means "genuine or honest."

'Djidjigargaly. Aborigine "Spirit Children," describes a kind of supernatural being often found in special dreamtime places.

Drongo. A born loser.

Duffer. A cattle thief or rustler. Now used to describe anyone who steals mutant herd animals.

Fair go. Means "a reasonable chance," as in "We have a fair go of beating that balloon."

Flaming. Another all-purpose semi-profanity.

Flat out. To go as fast as possible.

Fossick. To go prospecting or exploring for valuables.

'Galgar. Aborigine string, made from grass.

Good on ya! A phrase of approval for doing something right, but sometimes used sarcastically to criticize.

Grizzle. To complain.

'Gurrida. Aboriginal word for the dead. Incidentally, a dead person's name is never spoken, even for years after they are gone.

Have On. Phrase meaning "to take on a challenge."

In yer boot. Means "to disagree."

'Inibungei. Aboriginal word for Turtle.

Jackeroo. Cowboy.

Jilleroo. Cowgirl.

Joey. First meant baby kangaroo, but now refers to any small mutant creature still being carried in its mother's pouch.

Jumbuck. Used to mean sheep, now refers to any mutant sheep.

'Kanau. Aborigine name for Wedgetail Eagle.

'Kundamen. Aborigine name for Frilled Lizard.

'Kunjilidja. Aborigine name for Duck.

'Kuppung. Aborigine name for Native Cat.

'Kurburu. Aborigine name for Koala.

'Mabarn. One of many Aborigine names for Sorcerers. The crystals they draw from their bodies are also called Mabarn.

Mad. Usually means crazy rather than angry.

'Mamu. Aborigine supernatural dingo.

Mate. Usually means friend or buddy, but can also be used to address a stranger; "Hey, Mate! What d'your think' your doin'?"

Matilda. A parcel made by wrapping one's belongings up inside a blanket.

'Meka. Aborigine torch made from wrapped Melaleuca bark; puts out a bright, steady flame for up to a half-hour.

Mob. Aussies never use the word 'group,' it's always "that mob," or "Whose mob are you with?"

'Moyenda. Aboriginal term of respect for an elder.

'Mozzie. Mosquito

'Mulkarn. Dead person or spirit person.

'Mulgree. Traditionally used to describe a sickness attributed to the Rainbow Serpent. Now used to describe the Prang and its effects.

Never Never. Phrase used to describe the desert of the far Outback. Or just to describe somewhere very remote and far away.

Nick. Means "to steal," as in "Somebody *nicked* my wallet."

No Worries! All-purpose phrase, usually used as a response when

someone asks how things are going.

Ocker. Insulting description of a country bumpkin or someone ignorant.

Oil. Accurate information, as in "the dinkum oil," which means "the absolute truth."

Other Side of Black Stump. Way Outback, even farther away than Never Never or Back of Beyond.

Outback. The bush, or the wilderness. Implies somewhere uninhabited and uncivilized.

Prang. Old term for accident or crash. Now used to describe the big disaster that killed off most of the humans and destroyed their civilization.

'Potoroo. Aborigine name for Rat Kangaroo.

Quaky Isles. What used to be called New Zealand. It's now a lost land, known only through myth and legend.

Raw Prawn. "To come the raw prawn" means to try to deceive someone.

Razoo. Australian plastic coin. For some reason it used to be called a Brass Razoo, but there never was any such coin.

Right. Used to confirm or exaggerate just about anything. "Too right." (agreement) or "Oh, he's a right awful liar." are typical examples.

Ripper. Something really good.

Roo. Short for Kangaroo, but often used to describe any macropod, including Wallaroos, Rat Kangaroos and even Wallabies.

Rum. No good. "The tucker's gone rum" means the food went bad, and "he's a rum talker" means he's a liar.

Sheila. One of many Aussie words for woman. Actually, the word changes all the time, but is usually a common female name. "Half of that lot were Brendas" and "Alice is a fine-looking Cathy," are both possibilities. Incidentally, Bruce is a common name for a man, with the same usage.

Shoot through. To leave quickly.

Shout. To buy someone a drink. "Hey, barkeep, give me a shout," or "I'll shout the lot of you" (I'll buy drinks for the house).

Silk shirt on a pig. A waste, or something useless.

Squatter. Name for any large landholder.

Station. Aussie name for any large farm or ranch.

Strewh! All-purpose abbreviation for "It's the truth."

Sundowner. Wanderer or tramp; somebody who spends time travelling from place to place and working odd jobs.

Swag. Bedroll and all the worldly goods of the swagman.

Swagman. Vagabond, tramp.

'Tachmaering. Aborigine name for Sheep.

Tazzie or Tassie. Tasmania or anyone from Tasmania.

'Tjilka. Aborigine name for the Spiny Anteater.

Tucker. Means Food, as in "Bush Tucker."

'Tumbi. Aborigine name for Owl.

Tyke. Aussie word for Dog, now refers to mutant dogs with Human Looks None.

Up a gumtree. Phrase that describes a state of confusion, as in "We're up a gumtree about how to find that missing Zep."

'Waijuta. Aborigine name for a Possum.

Walkabout. Means "to take a hike in the Outback," comes from an Aborigine ritual of becoming an adult. Young men would go alone on a walkabout to prove they could survive on their own.

Waltz Matilda. Means "to carry a bundle of belongings," implying that one is about to go on a long trip. "Guess I'll pick up my gear and go waltzing matilda."

Westralia. Name for Western Australia. Westralian is someone who comes from Westralia.

Whack. To get a whack of something is to get a fair share.

Willy-nilly or Willy-willy. Natural whirlwind or dust twister.

Wurley. An Aboriginal temporary shelter, sometimes made of wood and branches.

Yabber. Talk.

'Youngulmanda. Aborigine spirits, unseen people who live in caves.

'Yulubirdi. The law or legal code of the Aborigine. Contains all the rules and ritual passed down from the Dreamtime.



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